



CUBE
ISSUE 52
■ MARIO KART DS ■ GUN ■ NINTENDO WII CONNECTION

100% UNOFFICIAL NINTENDO MAGAZINE

CUBE

& NINTENDO DS

MARIO KART DS

EXCLUSIVE
REVIEW

nintendo
Wi-Fi
connection

PLUS: **ANIMAL CROSSING** • **TRUE CRIME 2** • **FIFA STREET 2** • **KING KONG**
• **GUN** • **BATTALION WARS** • **MARIO SMASH FOOTBALL** • **THE SIMS 2**
• **TONY HAWK'S AMERICAN WASTELAND** • **FIRE EMBLEM**

"excite, inform and entertain"



HIGHBURY

ISSUE 52



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52



Small but perfectly reformed

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CUBE

WELCOME



A LOT'S BEEN said and written on the subject of the Revolution controller, not least within the pages of **CUBE**. Love it or hate it, everyone has an opinion. Positive or negative, it's to Nintendo's credit that it has at least been able to stoke up some heated debate. Contrast this with the arrival of the first Xbox 360 in the office this month.

Now, this isn't some sort of Xbox-bashing exercise, but the reaction to Microsoft's new machine would best be described as underwhelmed. The first batch of games look, well, alright. Yes, they look a bit better than the current generation – the lines are a bit sharper, the textures more detailed – but there's no 'wow, I gotta get me one of those' factor. Add the fact that to really appreciate the visual improvement you'll have to spend well over a grand on a high-definition TV and you've got a pretty convincing argument that Microsoft has artificially kick-started the next generation. It will take maybe a year before we really start to see what 360 is capable of but by then the PS3 and Revolution will be available with six to eight months' of extra development time under their belts.

The PSP at least created a stir with current-generation-quality graphics in the palm of your hand, but months on from the Japanese launch and it's still waiting for a game to really fire the imagination. For all its graphical prowess, it feels like you're playing cut-down versions of PS2 games. By contrast, the DS offers something unavailable anywhere else and for this reason it's the handheld of choice for many gamers.

How closely PS3 games will resemble the amazing demos shown at E3 in May still remains to be seen, but on the strength of early 360 impressions it's going to take more than just a few nice textures to stir up any real passion. This is where Nintendo might just have the last laugh with Revolution bringing something truly new to the table. The battle lines are being drawn and Nintendo's not-so-secret weapon might yet prove decisive.
 Roll on June!

Miles Guttery
 Editor

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100% INDEPENDENT
NINTENDO MAGAZINE



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REVIEW

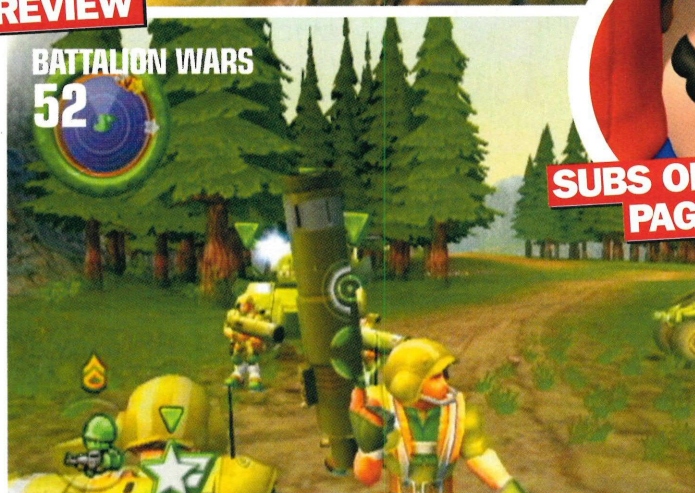
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GET DOWNSTAIRS AND PROTECT THE ALHAMBRA



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PLUS!



SUBS ON
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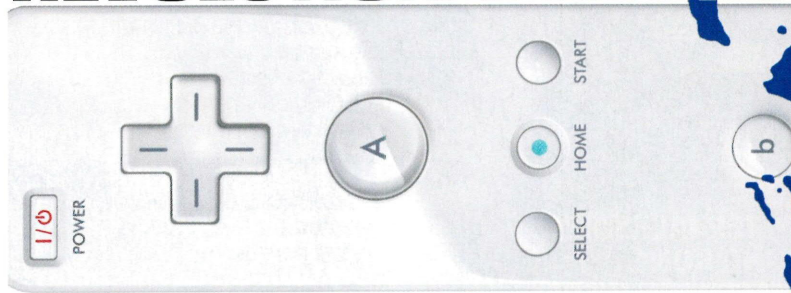


Your in-depth
guide to all
things handheld,
from GBA and
Nintendo DS
right through to
the very latest
on GBA2!

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REVOLUTION DREAMS



26 It's a new console with new ways of playing
games (by, er, shaking a remote control at
the telly). But what do we really want from
the Revolution?



CUBE

POSSIBLY THE GREATEST FREE GIFT EVER!

CUBE TV

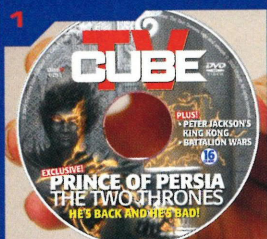
THE ONLY MONTHLY NINTENDO DVD ON THE MARKET!

Your monthly fix of the very best videogame footage, interviews, walkthroughs and trailers

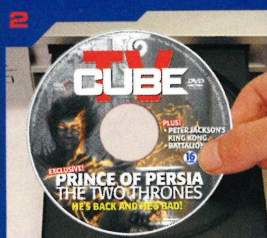
USING CUBE TV

UNIVERSALLY GREAT

CUBE TV comes on a regular 12cm DVD, just like any standard film DVD. It isn't regionally encoded so it'll work on players from all parts of the globe. This DVD has been tested to work on standard DVD players, DVD-enabled PCs and Macs, PS2s and Xboxes. Please note, however, that some very old DVD players (and we're talking the first DVD players that ever came out years ago) may spit it out. It's just too good for them, see?



CUBE TV comes on a normal DVD. Mmm, DVD.



Just whack it in your player and press play.

THIS MONTH ON CUBE TV

Hello and welcome to CUBE TV, our brand new, redesigned and rebranded monthly **CUBE** DVD. In anticipation of the next generation (and let's face it, it's shaping up to be a bit of a rollercoaster ride) we've done a bit of spring cleaning. Over the next few months you'll see our monthly DVD slowly but surely mutating into a beast of a freebie. All the latest trailers and interviews, retro features, studio features and, eventually, every game that appears in the **CUBE** reviews section.

Over the past year or so we've listened to everything you've had to say about the DVDs, and taken everything on board. You want no adverts? Done. The adverts are gone. You want professional graphics and intros? Done. You want well-compressed footage that doesn't look like dodgy internet feed? Done. We've brought the DVD production process in-house, so the **CUBE** team can give it to you themselves. Of course, this does mean that we now have to do that as well as give you a magazine, so this first DVD is a little light on content. Bear with us though: we give you our word that by the third installation CUBE TV will be

everything we want it to be and everything you need... just in time for the first Revolution footage.

This month's features are:

PETER JACKSON'S KING KONG

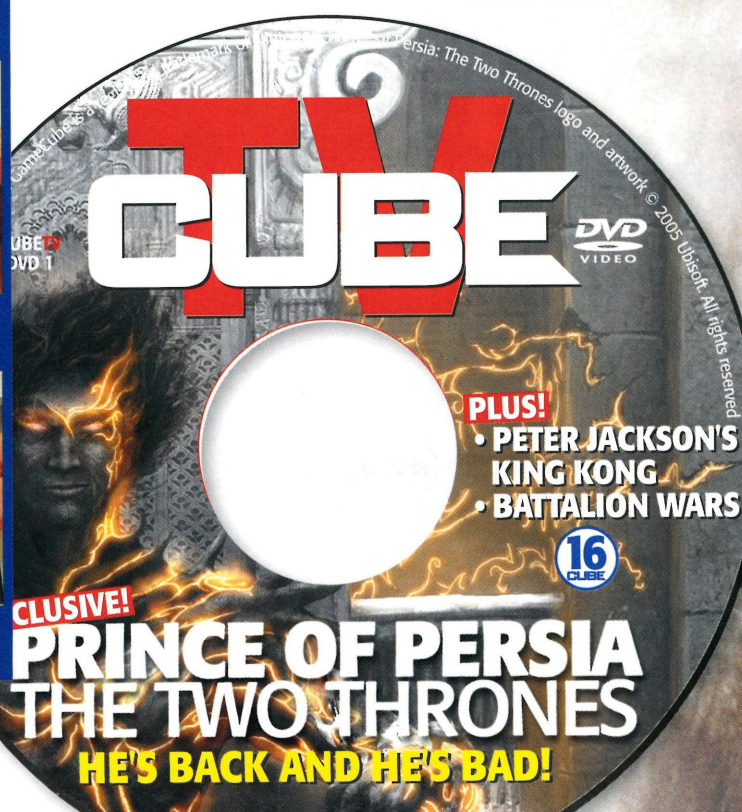
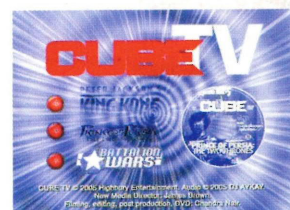
- Trailer
- Walkthrough

PRINCE OF PERSIA: THE TWO THRONES

- Walkthrough (plus developer commentary)

BATTALION WARS

- Walkthrough (plus developer commentary)



**DISC NOT WORKING? THEN PLEASE CALL
CUSTOMER SERVICES ON 01202 200200 TO
DEMAND YOUR CONSUMER RIGHTS!**

ALSO ON THE DISC!

PETER JACKSON'S KING KONG

This really is a game that has to be played to be believed. From this month's review you'll learn that it's not the longest game in the world, but while it lasts it's an awesome experience, the likes of which only Peter Jackson and Michel Ancel could deliver. With any luck, *Beyond Good & Evil 2* will be on the cards now that Mr Ancel's name means big money.

We've brought you two features this month. First, there's the standard trailer that shows various sections from the game along with a voice-over from a man with a very deep, moody voice. It almost sounds like Tim the morning after. Then there's the first 10 minutes from the game, including some snippets straight from the film, giant hermit crabs and pissed off centipedes.



▲ This our first ever CUBE TV. If there's anything you really want to see, let us know.

PRINCE OF PERSIA: THE TWO THRONES

Just last month we brought you the first hands-on report from the Dark Prince levels, and now you can actually see them in action. We sat down with producer Ben Mattes and asked him to play through a level and give us his commentary. The level in question takes place in the very heart of Babylon and showcases the regular Prince's Speed Kills, his transformation into the Dark Prince, and the choking Dark Speed Kills that inevitably follow.

Next month we'll bring you the full review and the very best snippets of footage from the final game.

BATTALION WARS

As you'll see from this month's review, we rather like *Battalion Wars*. That's a lie: we like it a lot, so much so that we've given it a Star Game award. It's tough to tell from screenshots what kind of game this is though, so we popped over to London-based developer Kuju and filmed the team playing through the fourth level.

We're going to try to make developer commentaries a standard for our level walkthroughs, and sure enough we've got the main game designer lending his vocal talents and taking us through the level.

Don't forget, if there are any specific features you would like to see on CUBE TV just tell us. This is now your DVD,



▲ Wherever possible we'll bring you walkthroughs with developer commentaries.

and with every feature produced by the **CUBE** team, we'll be aiming to give you exactly what you want. Enjoy the first instalment and get thinking about future features!



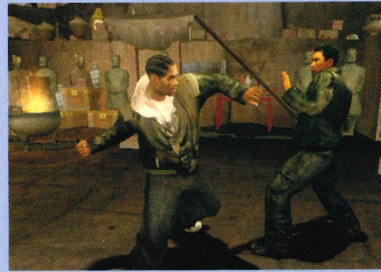
NEXT MONTH ON CUBE TV

THE BLURB

This month we've nailed down the design and imagery for our new baby, and we've even managed to bring you a few choice features, but this is only the beginning. Next month we'll bring you footage from all the big GC

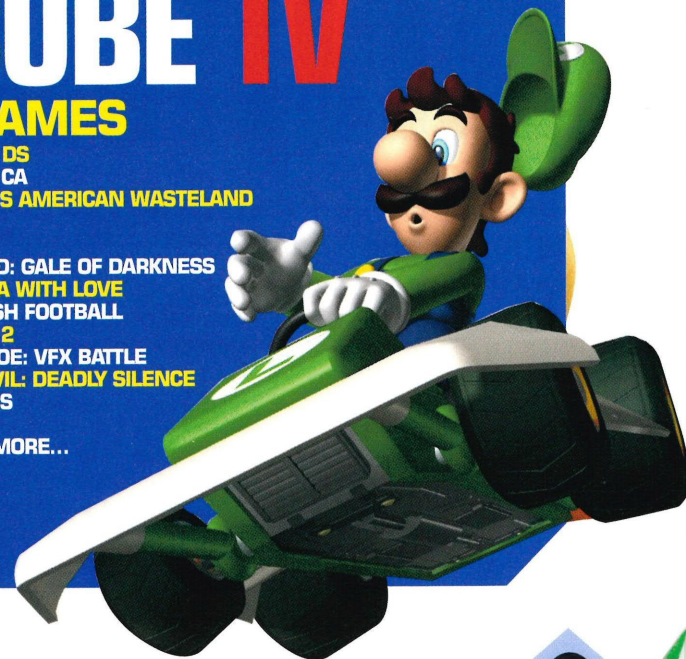


releases, a huge *Mario Kart DS* feature, our very first studio feature, and coverage from Nintendo's promo event in Germany. Oh, and we might even be bringing you something *Resident Evil* related. Mmm...



THE GAMES

- MARIO KART DS
- STUDIO EYE: CA
- TONY HAWK'S AMERICAN WASTELAND
- GUN
- THE SIMS 2
- POKEMON XD: GALE OF DARKNESS
- FROM RUSSIA WITH LOVE
- MARIO SMASH FOOTBALL
- TRUE CRIME 2
- VIEWTIFUL JOE: VFX BATTLE
- RESIDENT EVIL: DEADLY SILENCE
- SONIC RIDERS
- SONIC RUSH
- AND MUCH MORE...



UP FRONT

CUBE

INFORMATION

ANIMAL CROSSING: WW

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1-4

WHAT'S NEW?

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✗ CHARACTER INFO

✗ STORYLINE SPOILERS

Social death! Say goodbye to the outside world for a very long time.



Q4 '05

23 NOV

5 DEC



▲ Clear out the lint and loose change from your pockets because you need to make room for *Animal Crossing*.



ANIMAL CROSSIN

There's a whole world out there...

OF ALL THE games that we ever had the pleasure of experiencing on the GameCube, *Animal Crossing* is the one that we still feel deserves the most credit. After all, here's a game that managed to capture our imaginations for over a year and a half (so that's more than 73 weeks, or 511 days, or 12,264 hours, or however many other units you want to reduce it to). That's a long time, for sure – longer than any other game we can think of, in fact.

And now Nintendo is bringing it all back again to rob us of our precious time. Even worse, it's on the DS, so

effectively it'll be with us everywhere we go. Bang goes that dream for a better social life.

Unsurprisingly, *Animal Crossing: Wild World* is yet another title that follows Nintendo's new philosophy of games that aren't games in the conventional sense. Like *Nintendogs*, it's more of an experience with goals and, again like *Nintendogs*, you get out of it as much as you put in. The key difference, however, is that rather than just looking after a virtual pet, you're living an entire life; meeting people, running errands, buying things and much, much more.

And it's entirely up to you what you do. Fancy spending the whole day fishing? Go for it. Up for a spot of landscape gardening? Get to work with that spade. Decorating your house, earning money, writing letters, designing clothes, attending events in the social calendar... the world really is your oyster. Yes, it's pretty much the same concept as before, but it's still as appealing as ever.

Of course, anyone who's never revelled in the delights of *Animal Crossing* will find an entirely new world to dive straight into, but that isn't to say

"THIS IS AN EXPERIENCE WITH GOALS, WHERE YOU GET AS MUCH OUT AS YOU PUT IN"

UP FRONT
ANIMAL CROSSING: WILD WORLD



G: WILD WORLD

that those with previous experience will find this boring. In fact, we'd suggest that those who loved the game the first time around will love it all the more, if only for the improvements made for this outing.

The museum, for instance, now has an observatory where you can create your own star constellations (which can be viewed by anyone else in the world once you've shared your data) and a coffee shop for meeting people and listening to music – can you say KK Slider? The post office and wishing well are now combined in the all-new town

hall (offering even more options than before), while even buying items has benefits in the form of Tom Nook Points, the *Animal Crossing* equivalent of a reward card.

And then there's the online side – undoubtedly the element that will expand the game's universe exponentially. So long as you've got the proper access codes for the towns of your friends, you can hop online and pay them a visit, or even move in for a while. Even if you can't visit, you can send them mail or, if you're feeling adventurous, there's Bottle Mail. Write a

note, pop it in a bottle and toss it out to sea – it could turn up literally anywhere in the world. ANYWHERE. If that doesn't excite you, you're clearly dead inside...

The one thing that was missing from the GameCube version of *Animal Crossing*, the element that stopped it from being perfect, was an online mode... and now we've got it. If *Animal Crossing: Wild World* doesn't become the biggest phenomenon in handheld gaming because of it, there's got to be something wrong with the world. And you don't want to be part of the problem, do you?



GCN

REVOLUTION...

...the drama continues

NEWS CONTENTS

AT A GLANCE

NEWS ROUND UP

Who's been shaking what in the direction of Nintendo this month. It's a fact-based meal that'll fill you up good!

PAGES 12-13

INTERVIEW

We talk to the guy behind *FIFA Street 2* and demand to know how and why it's going to be better than the last one.

PAGES 14

VANISHING POINT

We all know games are good for you, but perhaps you didn't realise quite how good. Let the foaming ramble commence!

PAGE 16

WORLD OF NINTENDO

Truth, hearsay and weirdness from around the world, all with a Nintendo flavour.

PAGE 18-19

GAMER'S DIGEST

Rounding up all the little nuggets of info that weren't important enough to put in the front of the news.

PAGE 20-21

CHARTS/RELEASES

The latest chart rundown without some irritating bunny like Ferne Cotton getting all in your face.

PAGES 22-23

IT SEEMS THAT every day of the past month has brought with it a new sliver of Revolution information, and when you put it all together on two pages it paints a very pretty picture. Of course, there's always one person who has to ruin everything so we've put him in his rightful place. Read on for the full story...

We'll get the most bizarre revelation out of the way first. In an interview with Business Week Online, Shigeru Miyamoto dropped a bit of a bombshell concerning the future of videogames. Among other things he revealed that: "I always wanted to have a custom-size screen that wasn't the typical four-corner cathode-ray-tube TV. I've always thought that games would eventually break free of the confines of a TV screen to fill an entire room. But I would rather not say anything more about that."

It's a very interesting comment, especially considering that at least one

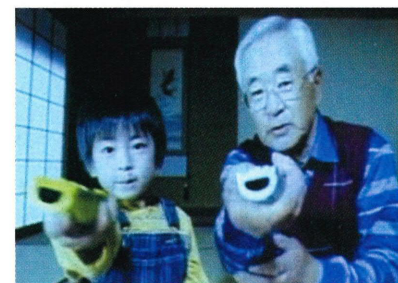
other Japanese developer has mentioned it would like to use the Revolution controllers to interact with each other rather than using the TV. Just to get your heads in even more of a spin, Reggie Fils-Aime has said this month that there is one more big Revolution surprise yet to be revealed. As if we didn't have enough crazy ideas whizzing around our heads already...

Anyway, getting back on track, we do have some solid Revolution information for you. Always ahead of the game, last issue we brought you the news that Revolution would mimic the DS with a global launch inside eight weeks during July and August. This month, NCL president Satoru Iwata confirmed that the Revolution would indeed be launched simultaneously on a global scale. Our prediction was admittedly a little bit out, and we now know that Revolution will launch worldwide within a 14-week period. This means



that the mysterious new console may not reach UK shelves until the end of September next year, with a Japanese launch in line for the end of June/start of July.

With those dates in mind, developers have just seven months to get their wares in order for the Japanese launch. While no specific third-party titles have been confirmed (aside from Square Enix's *Final Fantasy: Crystal Chronicles*) there's plenty of excitement among Japanese developers, and many of them have specific ideas about what to want to do. *Killer7*'s Gouichi Suda has confirmed that he's finalising plans for



Liz has been gone a while now but Helen has taken up the mantle of 'happy smiley girl'. She wasn't posing for this picture. It was actually taken using a hidden camera. She really does look like that all the time!



HELEN, SUB EDITOR

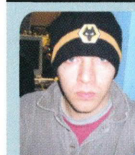
EPIC BALLS-UP NO 1

EPIC'S MARK REIN SAYS...

"You're gonna see more gimmick, crappy, 'I wish I hadn't bought it' gimmick games than you could ever possibly imagine"



CUBISTS



MILES, EDITOR

Miles loves *GUN*. "This is awesome!" he has been informing anyone unfortunate enough to walk past his desk where he's sat playing it solidly for the last month. "Look, that's me, right? Watch me shoot these guys. Cool, eh?"



CHANDRA, DEPUTY EDITOR

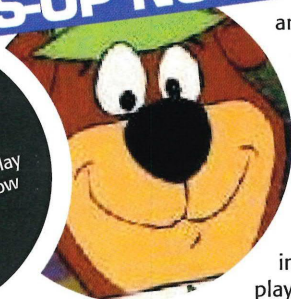
"Why are you calling yourself a loser?" asked Tim when he saw this picture. "I'm not," replied the Chandyman, "I'm calling you a loser, and anyone who reads the mag. Ha!" So how do you like that, eh? Chandra reckons you're all losers. Charming.



EPIC BALLS-UP NO 3

EPIC'S MARK REIN SAYS...

"Close your eyes and play a game and tell me how much fun that is"



amusement. What a complete loser.

Of course, we need to end this article positively. In an interview with Meristation.com, NOE's Jim Merrick this month revealed that N64 downloads will feature improved frame rates when played on the Revolution, which is one of the best bits of news we've heard in ages. It just keeps getting better...

his Revolution title, and even went so far as to say that he feels the Revolution controller will change the face of gaming. We awarded Suda's innovative title a Star Game award in issue 47, so needless to say we're more than a little hyped about this news.

Praise has also been coming in from Sugimori (*Pokémon*), Nagoshi (*Monkey Ball*, *F-Zero GX*), Iwatani (*Pac-Man*), Sakaguchi (*Final Fantasy*), Wada (*Harvest Moon*) and many more. Of course, there's always one idiot in the crowd, and despite having not even seen the controller in real life, Epic Games' (*Gears Of War*) Mark Rein was only too happy to slam Nintendo's efforts. We've dotted his inspired comments around these pages for your

EPIC BALLS-UP NO 4

EPIC'S MARK REIN SAYS...

"If you hook one of these [Xbox 360] up to a TV the games still look about 100 times better than your Xbox-type games"



STOP PRESS!

DATES AHOY

Just as we were going to print, Nintendo sent us a bunch of new release dates for the first quarter of next year. Here they all are...

Game	Format	Date
Mario & Luigi 2	DS	27 Jan
Mario Party 7	GC	27 Jan
Brain Training	DS	24 Feb
Viewtiful Joe: DT	DS	Feb '06
Viewtiful Joe: RHR	GC	Feb '06
Resident Evil DS	DS	Feb '06
FIFA Street 2	GC	3 Mar
Harvest Moon: MM	GC	Mar '06
Trauma Center	DS	Mar '06
Animal Crossing	DS	31 Mar
Odama	GC	31 Mar



TIM
STAFF WRITER

From one happy camper to another. This is Tim displaying the emotion known as 'glee' in the inimitable style only he can manage. We tried to get him to do 'hangdog' but he just wouldn't, not even for a free egg sandwich.



LEWIS
ART EDITOR

"I've joined Team Awesome," boasted Lewis proudly as we approached deadline. "I'm here to save CUBE!" he continued. He also quit his band and got a snog (not from the band) which all adds up to a fairly average month for the crayon jockey.



STEPH
GUEST DESIGNER

Back by popular demand, for one month only, it's Stephieeeeeee! She missed you all so much that she designed this month's guides to *The Sims 2* and *Ultimate Spider-Man* just for you. We asked if she had a message for you, but she said no.

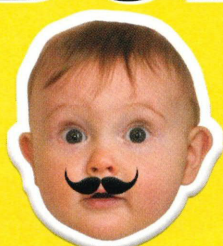


IF AS A
CHILD



YOU THOUGHT MARIO KART
WAS SUPER, AS AN

ADULT



YOU WILL THINK THIS IS
SUPER SUPER SUPER

**MARIOKART.
DS**



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NINTENDO DS

open up and play

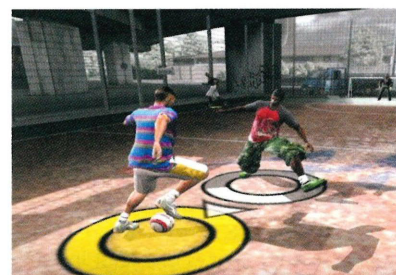
2 STREET 4 FIFA

Find out if the goalie's still got massive hands...

DESPITE RECEIVING A critical mauling, Electronic Arts' *FIFA Street* is to get a sequel next spring featuring 'all-new Gamebreakers', 'all-new authentic tricks' and 'all-new gameplay experiences'.

This news comes as no great surprise considering the first game leapt off the shelves like a nervous grasshopper on bonfire night despite us and the rest of the games media telling you to leave it alone. What's wrong with you? Can't you read?

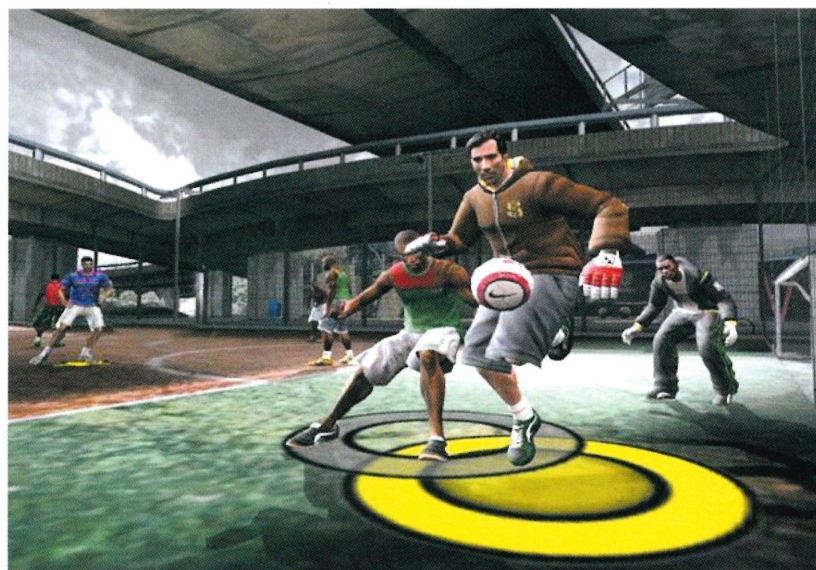
Well, here's hoping it's second time lucky because the idea is actually a pretty good one. The *Street* versions of *NFL* and *NBA* were a good laugh and far more accessible than their serious simulation counterparts. Likewise, *FIFA Street* aimed to provide a showy kickabout without all those pesky rules and tactics to worry about. What it actually did, however, was



simplify the game down to the level of pointlessness.

Mario Smash Football (reviewed over on page 56) shows how much fun a non-serious footy game can be. If that's a bit too fluffy wuffy for you, though, maybe *FIFA Street 2* will be more up your alley. Come on, EA, get it right this time. We're prepared to forgive and forget.

If you want to know more, check out our exclusive Q&A with the game's producer over the page.



CAN EA GET FIFA STREET 2 RIGHT? WE'RE PREPARED TO FORGIVE AND FORGET...

Counter Culture£

YOU KNOW YOU WANT IT

Like Nintendo? A fan of retro consoles? Enjoy resting your head on soft things? If your answer is yes in all cases, www.play-asia.com has just the thing for you. For just \$24 (about £16) you can buy a plush cushion in the shape of an original Japanese Famicom (that's NES to you

at the back) complete with controllers and everything. The Jap machine was – as you can see – far more attractive than the homage to breezeblocks we got in Europe. Better still, rather wonderfully you can also buy the ultimate peripheral in the form of a plush disc

drive for a mere \$14.90. It's kind of hard to imagine a world without those, eh?



STILLS FROM THE MOVIES

Make me a star

FURTHER TO OUR rumour mongering in the last issue that *The Movies* was still on its way to GameCube, this month Activision has released a batch of new screens purporting to be from console versions of the game.

Having studied the shots rather closely, we must admit we're not entirely convinced. However, this does at least suggest the project is most definitely alive and well, and with the PC version complete it should mean Peter Molyneux and his boys



can crack on and get the console versions finished.

In the meantime, take a look at one of the new screens and see what you think.



POWER

Only...

7

...months to go 'til Revolution



“I DON'T LIKE THIS”

X-360 editor Ian Dean on getting an Xbox 360 in the office for the first time



IF YOU LIKE RACING
FOREIGN
JOHNNIES



BUT ARE TOO LAZY
TO LEAVE
BLIGHTY
YOU WILL LIKE

MARIOKART[®] DS

Why is Mario Kart DS even more super than the legendary Super Mario Kart? Not because you get fired through cannons. Not because it has the most frantic finishes in history. But because it is Wi-Fi. Race up to 3 earthlings the world over by just flicking a switch. Link up to Wi-Fi through your broadband connection or at our special hotspots in a town near you. Not only is Nintendo Wi-Fi dead simple, it's free. Happy vrooming!

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NINTENDO DS

open up and play

Level UP

DS WI-FI

Every spare moment this month got taken up with *Mario Kart* multiplayer on DS – it's everything a multiplayer game should be. In fact, quite a few moments that weren't spare got taken up with it as well. Damn these late nights!



GAME BONANZA

Who said the GameCube lacked software support? This month we've had no fewer than 12 games in for review. No, seriously, go see for yourself.



RETRO MONKEY MONKEYS OFF

Everyone's favourite retro boy is leaving us. Yes, cuddly Darran, the man who thinks Sony could do no better than release a Dizzy game for the PSP, is off to pastures new. We'll miss his old-school buffoonery.



FATHER TIME

It's dark when we go home, the skies are grey when we wake up and it rains a lot, yet Christmas still seems ages away. No fair!

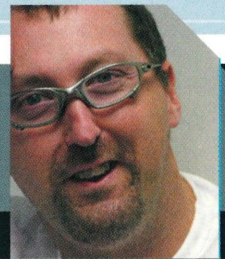


Level DOWN

IN THE CUBE WITH... SIMON ANDREWS

COMPANY: EA

POSITION: PRODUCER, FIFA STREET 2



CUBE: The first *FIFA Street* sold well but didn't get very good reviews. It was very easy to score a goal then just retain possession to win games in single-player, and the ball physics were a bit wayward. What are you doing to make these aspects of the game better and what else are you working to improve?

SA: Our biggest focus this year has been gameplay. That isn't to say that we're not adding some very cool new features, but we recognised that we needed to really get the gameplay experience right this year. We've made some great improvements with the responsiveness of the player and with ball control. The game plays smoother and the AI is far more refined.

We've added a bunch of cool new tricks, of course (the real thing from various sources around the world) – this year you'll be able to juggle the ball in gameplay and incorporate that into your style of play. We're also making big improvements to the goalie. This year you'll be able to take control of the goalie and bring him onto the pitch if you want. *FIFA Street* has always been about flaunting your skill; this year we're really going to give you the tools to do that.

CUBE: What sort of feedback did you get from players on the original game?

SA: Overall we found that consumers really liked *FIFA Street*. We knew that there was a demand for this kind of product in the marketplace but people really embraced it. They liked the fact that the game didn't take itself too seriously. It wasn't a simulation product with all of the rules of the game. They liked the focus on doing cool moves and the bragging rights associated with that. On the flip side there was also a feeling that the game needed more depth, and that it was too easy to play the single-player game.

CUBE: How did the reaction in Europe compare with that in the States?

SA: The reaction in Europe to our game was huge, especially in the UK where we sat at number one on the game charts for seven weeks, outselling products like *GT4* and *Metal Gear Solid: Snake Eater*, both of which were highly anticipated. It really felt like the European market had waited a long time for a game like *FIFA Street*. In North America it felt like it was the *Street* brand that drove our sales as this branding was already associated with the successful *NBA Street* franchise. Europe is without doubt a much bigger market for this game but our consumer feedback was pretty consistent – consumers generally really liked the game but wanted more!

CUBE: Is the development team the same as before?

SA: Many of the core team we had on *FIFA Street* remained for the sequel, but we've strengthened and expanded the team to build *FIFA Street 2*. We have a really good mix of European football fans. In fact, 50 per cent of our production team is from the UK.

CUBE: Will there be more variety to the Gamebreakers? Like defensive ones, for example?

SA: We have something new for Gamebreaker this year. Basically we're going to give you the ability to win the game outright in Gamebreaker by using your skills, regardless of the score – a 'knock-out' if you like. Only the most skilful players will be able to unleash this on their opponents.

CUBE: The single-player game in the original was rather simplistic – just beat each team and move onto the next. Will there be a more complex progression, perhaps skill challenges as seen in *NFL Street 2*?

SA: You'll certainly have more to think about in our Rule The Street mode this year. In version one



▲ They call these 'mad skillz'.

the progression was rewarded by unlocking venues; this year there will be more to unlock and there will be different challenges to face as you make your way through. You're going to have to think about your team make-up with this version as well. You're going to encounter some of the best street football players in the world in this game, from Brazil to Amsterdam to England, and if you can beat them maybe they'll teach you their moves! Last but not least this will not be a single-player journey but rather an experience you can share with your friends if you wish.

CUBE: What are the biggest challenges in making a game like this?

SA: I think the biggest challenge for us is to clearly understand what the market wants in terms of a *Street* football game. Because there are so few titles in this category we are also responsible for defining what a street soccer game should be. It's easy for us to be compared to *FIFA* or *Pro Evo* but that's not our target for the product. I see *FIFA Street* as a complementary product rather than a direct competitor in the soccer game market. The other challenge we face is unlocking the North American market while keeping the game Euro-centric.

CUBE: Are we likely to see Mario and the gang kicking it on the streets in the GameCube version after his appearances in *NBA Street V3* and *SSX On Tour*?

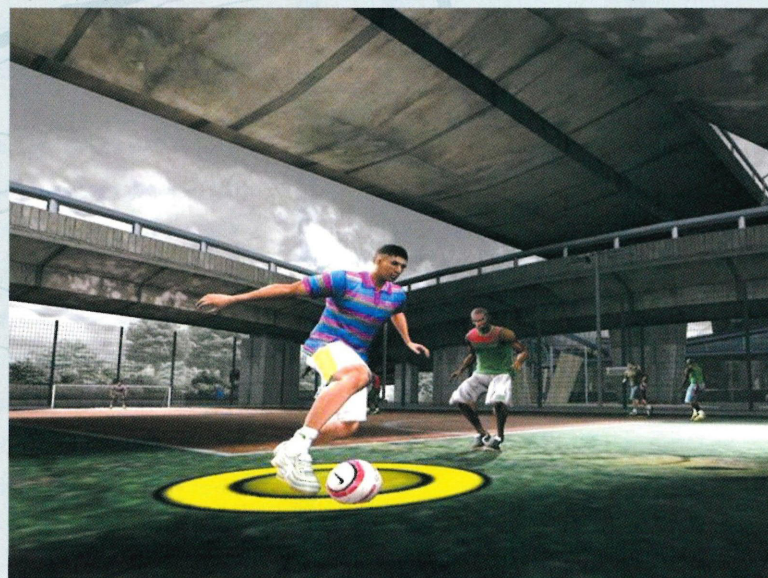
SA: Unfortunately not. It would be cool to see Mario in our game pulling off some moves, but he's not on the roster this year. You might see a few surprise players in the game though...

CUBE: We've heard Kano is taking over commentary duties from MC Harvey. Is this true and if so what can we expect?

SA: Kano is an artist that we respect here on *FIFA Street* but our approach to commentary is going to be different this year. We're going to be focusing more on music and have commentary that's more specific to the country and venue you're playing in rather than one MC that kind of follows you around on your travels. That's not to say that we haven't enlisted the vocal talents of some high-profile artists, but you'll have to wait and see...

CUBE: What aspect of *FIFA Street 2* are you most excited about?

SA: *FIFA Street 2* is going to give you moves you've never seen before in a soccer game. Learn the skills, play your friends, show them you're the boss! *FIFA Street 2* is going to be all about the bragging rights!





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VANISHING POINT

WHAT VIDEOGAMES DID FOR US

If you seek truth you may not find it, but sometimes it turns up where you least expect

"YOU'LL NEVER MAKE a living playing computer games!" scolded my mother as I played *Jet Set Willy* when I should have been doing my chemistry homework. Excuse me a second, but ha! Seriously though, kids, do listen to your parents, they're usually right. So would mine have been if it wasn't for a staggeringly unlikely chain of random events and decisions that led to a long-defunct company making the hilariously bewildering decision to pay me to write about Commodore 64 games.

Somehow I've managed to keep writing about games for 13 years. I still love them, but parents, teachers and self-appointed guardians of our well-being (motto – 'We care because you don't') continue to spout the same tired rhetoric. It's louder and more rabid these days because the profile of games is so much greater and, to be fair, there's a lot more morally antagonistic content out there.

People with a far more balanced and objective viewpoint than I have consistently failed to convince outraged *Daily Mail* readers that there's nothing to worry about, so far be it from me to try. Instead I thought I'd try to come up with a few positive influences we can take from the hours we spend contorting our thumbs and leaning left and right because some instinct left over from a time before television tells us it will enable us to see past that tree on the screen. So, what have videogames actually done for us...?

1. They enable us to identify and control useless primal instincts we might not otherwise know we had. This is potentially more valuable than you might think. Have you ever had the urge to make a fire in your doorway at night to ward off sabre-toothed tigers? Probably not, but you might, and if you don't know how to control that urge

you could well end up burning your house down.

2. They encourage new levels of invective creativity. If you're legally old enough to swear (18 in England and Scotland, 21 in Wales and six in Northern Ireland) you will no doubt enjoy, as I do, the occasional well-chosen expletive. They can be used in greeting, although only by males, as in 'Alright, you ***** ****'

(girls never greet each other this way). They're also an effective way to express short, sharp feelings of displeasure. For example, '*****'

However, rarely in normal day-to-day life does one experience the kind of all-consuming, unbridled rage that comes of dying again and again on the same bit of a level. Suddenly '*****' simply doesn't have the necessary oomph for the job and you have to come up with your own weapons-grade profanity before the joystick finds itself embedded in the TV screen. A normal person might react to a moment of frustration with a simple exclamation such as 'Oh bobbins!'. Your gamer, however, has a whole avalanche of verbal napalm at his disposal. For example, 'Stupid flunking jip-assed bottom flip!'

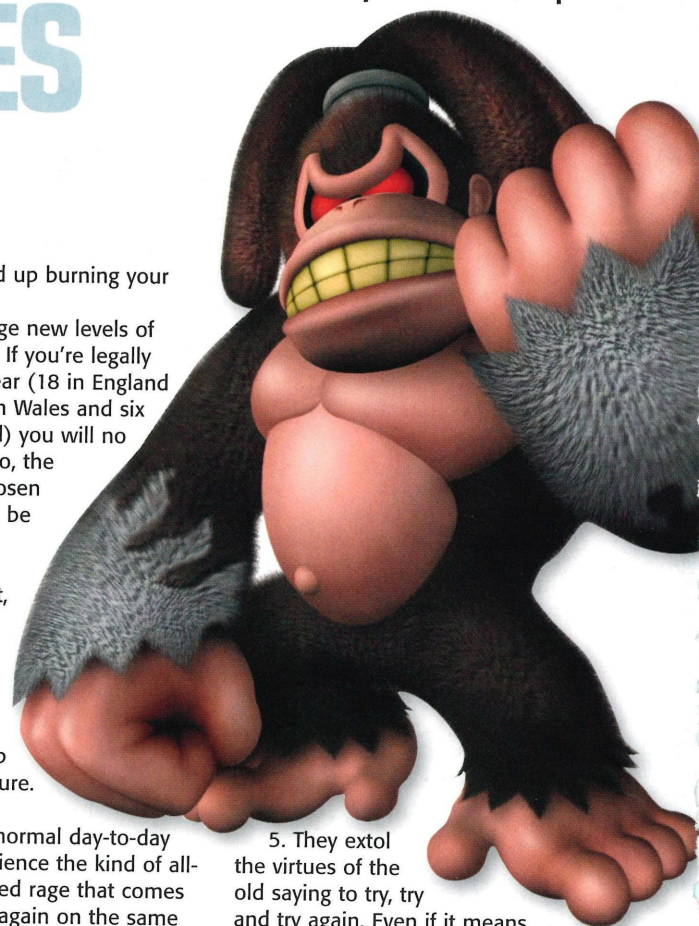
3. They mean you don't have to watch Davina bloody McCall on telly.

4. Multiplayer games encourage a healthy sense of competition. Bragging rights are what get you respect in this world, and games encourage you not only to beat your friends but then to taunt them and rub their faces right in it because they're rubbish and you're not. Until they cry.

5. They extol the virtues of the old saying to try, try and try again. Even if it means staying up way past your bedtime, getting incredibly irate, kicking something valuable over and being late for work/school/court the next day.

6. Games stimulate the decision-making process and empower the user to be discriminating in the choices they make. A simple press of the start button can skip the most beautifully crafted, finely scripted intro sequence so you can start shooting people in the back as quickly as possible. Who cares about stories anyway?

I think you'll agree this all amounts to irrefutable proof of how playing games will turn you into a well-rounded individual, fully equipped to play your part in this marvellous adventure we call life. Just remember to lock your door before you go to bed – you don't want any sabre-toothed tigers getting in.



Ringtone Charts

Txt to 84888*

- | | polyphonic | monophonic |
|-----------------------------------|------------|------------|
| 1) Sugababes - Push The Button | Tone1635 | Tone1645 |
| 2) Pussycat Dolls - Don't Cha | Tone1636 | Tone1646 |
| 3) James Blunt - You're Beautiful | Tone1637 | Tone1647 |
| 4) Daniel Powter - Bad Day | Tone1638 | Tone1648 |
| 5) Kanye West - Gold Digger | Tone1639 | Tone1649 |
| 6) Robbie Williams - Trippin' | Tone1640 | Tone1650 |
| 7) Depeche Mode - Precious | Tone1641 | Tone1651 |
| 8) Bloc Party - Two More Years | Tone1642 | Tone1652 |
| 9) Liberty X - Song 4 Lovers | Tone1643 | Tone1653 |
| 10) M. Carey - Get Your Number | Tone1644 | Tone1654 |

Named artists may have no connection with the featured ringtones & may not be the only artists who have recorded the song.

Animated Screensavers - Txt to 84888*



Chartbreakers

Txt to 84888*

	polyphonic	monophonic
Eminem - Mockingbird	Tone1655	Tone1665
Gorillaz - Dare	Tone1656	Tone1666
James Blunt - High	Tone1657	Tone1667
Katie Melua - Nine Million Bicycles	Tone1658	Tone1668
M.V.P. - Roc Ya Body	Tone1659	Tone1669
Mylo - Doctor Pressure	Tone1660	Tone1670
Rachel S. - I Said Never Again	Tone1661	Tone1671
Ricky Martin - I Don't Care	Tone1662	Tone1672
Rihanna - Pon De Replay	Tone1663	Tone1673
Sean Paul - We Be Burnin'	Tone1664	Tone1674

Realtone Charts

Txt to 84888*

1) Pussycat Dolls - Don't Cha	Real7820
2) Sugababes - Push The Button	Real7821
3) Rhianna - Pon De Replay	Real7822
4) Kanye West - Gold Digger	Real7823
5) 50 Cent - Outta Control	Real7824
6) Sean Paul - We Be Burnin'	Real7825
7) Daniel Powter - Bad Day	Real7826
8) Bodyrockers - I Like The Way...	Real7827
9) Kelly C. - Behind These...	Real7828
10) Black Eyed Peas - Don't Lie	Real7829

Sound Effects

Txt to 84888*

Am I Bothered?*	Mad800
Best Of Britain**	Mad801
From Hell	Mad802
Insulting Phone	Mad803
Laughing Mobile	Mad804
Old Telephone	Mad805
Sugar Hill - Rapper**	Mad806
Supa Dupa Text For Yo	Mad807
Tarzan Yell	Mad808
Tottenham Tottenham	Mad809

**Celeb sound effects are performed by voice artists.

Top Games - Txt to 84888*



Wallpapers - Txt to 84888*



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Offers Subject to Alterations, Errors and Omissions Excepted.

Ringtones	poly	mono	real
I like To Move It	Tone1675	Tone1676	Real7830
Whoomp There It Is	Tone1677	Tone1678	Real7831

Videoringtones



84888*
Ringtoneking

Frog'n'Roll

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Games

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Animated Screensavers

Ani5684

Wallpapers

Pic8415

Videoringtones

DJ Crazy Frog Don't Eat Me

View1804

DJ Crazy Frog Rock Me

View1805

Ringtones

poly mono real

Crazy DJ

Star5453 Star5454 Star5455

Themes

Theme1959

Crazy Sound Effects

Crazy Frog Original Mad810

The Frog Gets Shot Mad811

Crazy Frog Is High Mad812

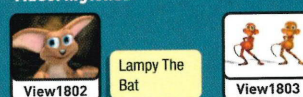
Crazy Frog In Japan Mad813

Crazy Frog In Spain Mad814

Crazy Frog In India Mad815

Ringtoneking Stars

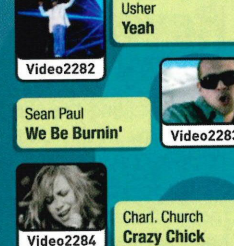
Videoringtones



Ringtones	poly	mono	real
Lampy The Bat	Star5441	Star5442	Star5443
Brown Bear	Star5444	Star5445	Star5446
Funky Munky	Star5447	Star5448	Star5449
The Orcas	Star5450	Star5451	Star5452

Videoringtones

Txt to 84888*



WORLD OF NINT

A glance at the globe through a Cube-shaped lens...

Paint the Mario (UK)

Rumours have begun to spill onto the internet of a new version of Super Nintendo paint package *Mario Paint* for the DS. Allegedly, the reason Nintendo has been so cagey about the DS version so far is that it hasn't decided whether to make it one title or three – though we think it will plump for three, each focusing on painting, music and animation. (Super-advanced Nintendo fans may recall the similar but aborted

Mario Artist trilogy for the 64DD peripheral).

But the rumours don't end there, since apparently a Revolution version is also on the cards with the Freehand controller standing in for a virtual paintbrush. Considering how little is known about the few Revolution games that have been announced we're taking this, and talk of DS connectivity, with a bucket of salt – but who knows?



Nintendo Power gives Revolution game away (USA)



Anyone calling the *Nintendo Power* phone line in the US recently (*Nintendo Power* is basically the official Nintendo mag in America, only even more offensively corporate) will have been surprised to hear a recorded message stating that the Revolution's launch date is the "latter half of 2006".

Sources don't get much more official than *Nintendo Power* and presumably the date refers to North America, implying an even earlier launch for Japan – which is quite the little nugget of news really, assuming that some Yankee doofus hasn't just been making things up.

Spielberg to challenge everything (USA)



Electronic Arts has announced that in its drive to move away from yearly updates it has contracted no less than Steven Spielberg to create three "new original franchise properties".

Spielberg will be working with EA's LA studio, which used to be Dreamworks Interactive before he sold it to EA. However, the director doesn't have a great track record in game development. His most prolonged experience was 1995's *The Dig* – the only rubbish graphic adventure LucasArts ever made. He's also credited with providing the 'original concept' for *Medal Of Honor* on the PSone – which must have taken literally minutes.

Revolution to explode brains (USA)



American newspapers are rubbish, so when someone needs an excuse not to get up on a Sunday in the land of the free they read a magazine instead, usually something like *Newsweek* or *Time*. The latter has rather unexpectedly labelled the Revolution as one of the five new technologies liable to "blow your mind" next year.

Such mainstream recognition for the still nebulous Revolution is of course extremely welcome, but we do wonder at the

other four techno-marvels it shares its magazine limelight with.

We're not sure being lumped in with the Boeing 787, wireless music stores, IBM's MASTOR (Multilingual Automatic Speech-to-Speech Translator) and, er, a means of extracting proteins from animal muscle is really all that flattering, but hey – all publicity is good publicity, right?

Activision calls in the lawyers (USA)

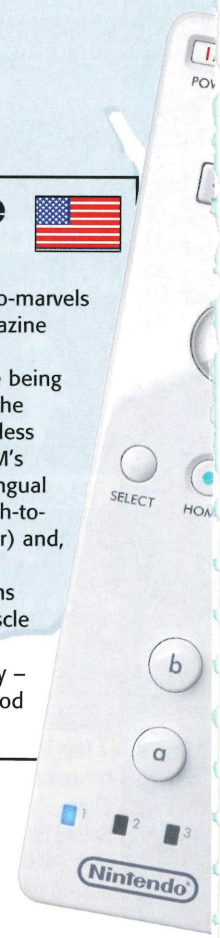


Call Of Duty publisher Activision is to counter-sue developer Spark Unlimited for claiming that Activision stole its ideas for games like *Call Of Duty: Big Red One*.

Spark worked on *Call Of Duty: Finest Hour* but got dumped from the follow-

up in favour of Treyarch – and that's when the lawyers were called in. Activision is now accusing Spark of breach of contract.

The upshot? Don't expect to see *Big Red One* before Christmas.

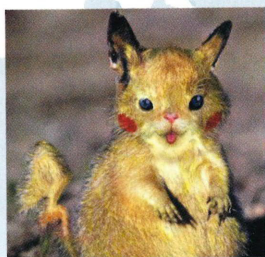


ENDO

Genetic engineering creates real Pokémon*

(Sweden)

We really do feel there are some things that man was not meant to know, but a crack team of Nintendo-sponsored geneticists in Sweden have created that which should never have lived: real life Pokémon.



By splicing existing creatures with code taken directly from *Pokémon FireRed*, the eggheads have created real versions of Pikachu, Cubone and Rapidash.

Already there are reports that some of the monsters have escaped, upsetting the balanced ecosystems of nearby patches of grass and attacking unwary

travellers. Undaunted by the scandal the scientists are now said to be working on a project to make Italians out of paper.

* Note: none of this is true. They're just images of varying quality taken from this website competition:

www.worth1000.com/cache/contest/contestcache.asp?contest_id=4767



Nintendo money pit deepens (Japan)



There was terrible news for Nintendo this month as it was forced to slash its first-half operating profit estimates by a third to "just" ¥20 billion (£100 million) – Miyamoto must be down to his last gold-plated harem tent.

The company blames this lowered profit forecast on sluggish software sales for the GameCube, particularly in the US, as developers start to focus on the Revolution instead. However, first-half net profit forecasts were actually raised at the same time to ¥36 billion (£180 million) as the big N's US cash reserves swelled in value.

And remember, kids: neither Sony or Microsoft are making any profit on their games business at the moment so do spare a laugh for them as well.

Kojima drops acid on Revolution

(Japan)



After bigging up the Revolution at the Tokyo Game Show, *Metal Gear* creator Hideo Kojima has gone one step further and confirmed that one of his teams is working on a game for the new console.

He's put the guys responsible for the PSP's *Metal Gear Acid* to work on a secret title which he hints is not related to the *Metal Gear* franchise. That doesn't mean it couldn't be part of one his other series, like *Zone Of The Enders* or *Policenauts*, but we bet it'll be new.

In fact, the biggest question is how much he'll personally have to

do with the game, what with all his time being taken up with writing weblogs and claiming he won't be doing any more *Metal Gear Solid* games.



GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

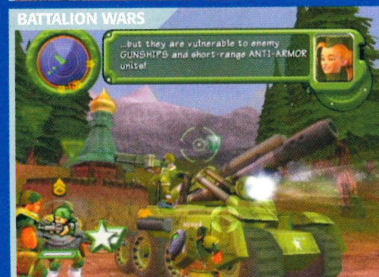
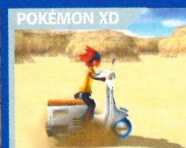
Four new entries in the Japanese top ten? Less than half of the chart occupied by Nintendo titles? By Jove, with results like this you'd almost think the GameCube wasn't dead. Mind you, it's a pretty peculiar line-up of titles, with *Battalion Wars* doing proportionally much better than recent *Advance Wars* games and *Viewtiful Joe* getting a right good dissing in the bottom half of the chart. Over in Yank land Nintendo has a more traditional iron grip on the charts, although its two new games have been unable to topple the comedy double act of *Pokémon XD* and *Mario Baseball*.

JAPANESE CHART

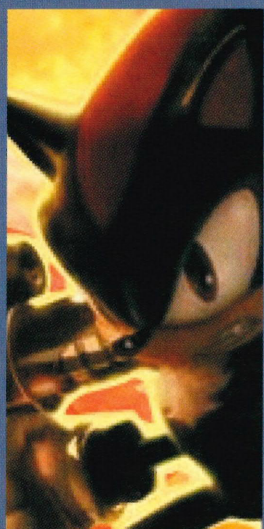
POS	LAST	TITLE	PUBLISHER
1	NE	BATTALION WARS	NINTENDO
2	NE	ZOIDS: FULL METAL CRASH	TOMY
3	3	ZELDA: FS ADVENTURES	NINTENDO
4	1	CHIBI ROBO	BANDAI
5	7	PSO EPISODE I & II PLUS	SEGA
6	NE	VIEWTIFUL JOE: RHR	CAPCOM
7	4	TALES OF SYMPHONIA	NAMCO
8	NE	MOH: EUROPEAN ASSAULT	EA
9	6	MARIO PARTY 6	NINTENDO
10	RE	POKÉMON XD: GOD	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	POKÉMON XD: GOD	NINTENDO
2	7	MARIO BASEBALL	NINTENDO
3	NE	DDR: MARIO MIX	NINTENDO
4	NE	FIRE EMBLEM: POR	NINTENDO
5	RE	MARIO POWER TENNIS	NINTENDO
6	2	ZELDA: THE WIND WAKER	NINTENDO
7	RE	SCOOBY DOO: NOT!	THQ
8	6	TALES OF SYMPHONIA	NAMCO
9	8	SSB. MELEE	NINTENDO
10	RE	SPONGEBOB: TBFBB	THQ



ROUND-UP



SHADOW WEBSITE LIVE

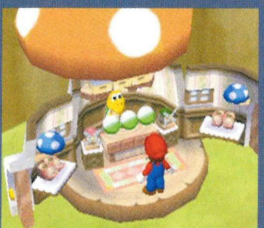
Check out www.sega.com/shadow to get all the background info on *Shadow The Hedgehog*, details on new characters, background stories and more. There are also movies available for download, a mini-game to play and various screensavers and wallpapers to spruce up your drab old PC.

ELECTRONIC SPORTS WORLD CUP 2006

The finals of the fourth Electronic Sports World Cup will be held in Paris between 27 June and 2 July next year. Some 800 PC and console gamers from over 50 countries will compete for a share of the \$400,000 prize purse. The competitors all won heats in their respective countries to earn the right to compete in the finals, which attracted 24,000 visitors last year. For more info, check out the website at www.esworldcup.com.

PARTY DETAILS

Details of the US *Mario Party 7* bundles have emerged. By the time you read this, two versions will be available in the States. The game alone will set you back \$49.99. There's also a pack including the game, a GameCube, the mic and two controllers on offer for \$99.99. Bought separately the items would cost around \$175, so perhaps we'll get a similarly good deal in Europe.



EA WELCOMES SUPERMAN'S RETURN

Clark Kent comes to GameCube?

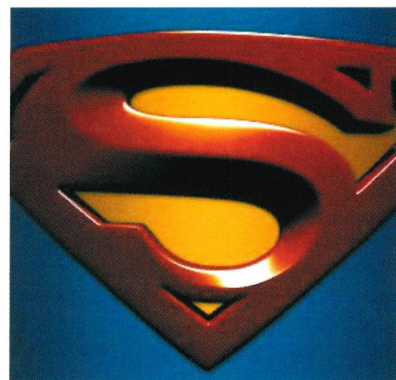
CONTINUING TO FUEL the massive return to popularity of superheroes over the last few years, the original man of steel will be making his big-screen comeback next summer. *Superman Returns* sees the dude in the red pants return to Metropolis after a sabbatical to discover the inhabitants of the city have learned to get by perfectly well without him, thank you very much.

Will he win back the love of Lois Lane? Will he make the citizens of Metropolis realise what a pathetic bunch of needy buggers they really are? Will he ever remember to put his underwear on first? We can't answer any of these questions (although we can make pretty safe guesses at at least two of them) but we can tell you that EA has done a deal to bring the adventure to consoles.

Xbox 360, PS2 and Xbox versions are confirmed but no GameCube title has yet been announced. However, given EA's staunch GC support to date, it

would seem odd for everyone's purple pal to be excluded. We phoned EA's PR department and badgered them to within an inch of their tempers but at no point did they deny a GameCube version was on the cards. Reading between the lines, EA is waiting to assess the viability of a GameCube version until nearer the time so until we get a definite ixnay on the Nintendo-ay we'll keep you posted. Here's what Steven Chiang, vice president and studio general manager at EA Tiburon, had to say on the matter.

"We have assembled world-class talent at EA Tiburon to deliver this blockbuster experience and we are thrilled to team up with Warner Bros. Interactive Entertainment and DC Comics and have the opportunity to demonstrate our creative and technological expertise in the action/adventure category. We are creating a game that allows players to experience a real sense of flying, and



master Superman's unrivalled superhero powers in order to save Metropolis. Only Superman can meet challenges of this scale."

Although branded around the new film, the game will feature extra bits taken from Superman's comic-book escapades which should ensure appreciation from hardcore fans as well as the mainstream popcorn brigade. More when we get it. **C**

Pokémon...

150 MILLION

...games sold

"I was surprised when I saw it, I was surprised when I touched it, and when I played the sample games I was even more surprised! I doubt that there's a creator who doesn't get tickled after getting their hands on this. It combines all the elements required to let you enjoy games while feeling that you've become the character."

SEGA'S TOSHIHIRO NAGOSHI ON THE REVOLUTION CONTROLLER

GOOD, BAD AND UGLY

GOOD: NARUTO COMES!

D3Publisher of America has agreed a deal with Tomy to release games in the US based on the *Naruto* franchise. The deal includes the excellent Jap-only

Naruto beat-'em-ups which could mean they find their way to PAL territories too.

BAD: THE VATMAN COMETH

HM Customs are planning to get their hands on more of your cash by charging duty on items imported via

internet shopping sites. Whether this will apply to games remains to be seen, but it's still well tight.

UGLY: ALLARD REVOLTING

Xbox head honcho J Allard has said this about the Revolution controller: "Four

years ago I said 'why can't I scroll down my channel guide with a gesture instead of up, up, up?'. We did a lot of research with gamers and talked to a lot of developers – there wasn't much enthusiasm." Whatever.

"WE ARE CREATING A GAME
THAT GIVES PLAYERS A REAL
SENSE OF FLYING"

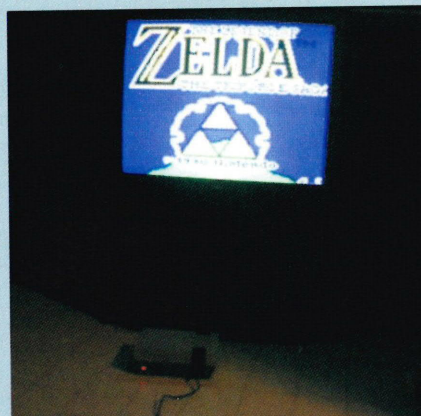
THE LOST ZELDA

A link to a
missing
classic?


A BUNCH OF hardcore *Zelda* fanboys have been whipped into a frenzy of speculation and conspiracy theorising over an item that appeared on eBay recently. The lot in question was a NES cartridge purporting to be an unfinished version of the never-released *Zelda 3*. The 'game' allegedly dates from around 1990, with the theory going that, with the SNES on the horizon, Nintendo canned the title to concentrate on its new, more powerful format.

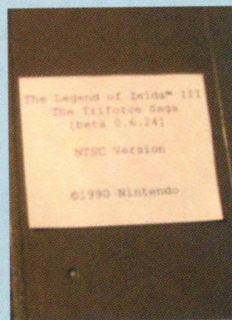
Further intrigue is generated by suggestions that this NES original went on to form the basis of either *A Link To The Past* on the SNES or *Link's Awakening* on Game Boy, or perhaps even both.

A comprehensive article appears online by a chap calling himself Okibi who claims to own another white label NES prototype cart of *Zelda 3* although he points out significant differences between his own cart and the one on eBay. The matter is made more confusing by the fact that Okibi's cart apparently no longer works, so we only have his word for how it originally looked and played.



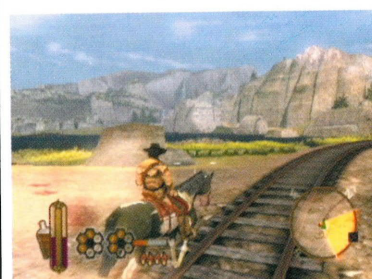
Apparently the eBay cart eventually sold for the fairly princely sum of \$3,000 to the mysteriously monikerd Knight 7 who has allegedly promised to dump the cart to ROM so it can be run on an emulator.

Adding fuel to the fire is the reply to an email sent to Nintendo on the subject, which doesn't deny the possibility that this 'lost *Zelda*' could feasibly exist. It's all a bit like something out of *Indiana Jones*, but you can get the full, convoluted saga at www.ratedo.com/articles/z3proto.html. 



CLUBE MOST PLAYED

THE GAMES WE'VE BEEN TAKING HOME AT THE END OF THE DAY



GUN

Miles and Lewis are silly for cowboys and they've been rootin' their toots like a couple of rawhide-eating cowpokes for two weeks solid. Activision gets a big yeehaw for delivering the Wild West game we wanted.



BATTALION WARS

This one seemed to be teetering on the precipice of disappointment at numerous stages during its development but it's arrived and turned out to be the most scrummy slice of cutesy violence ever!



MARIO KART DS

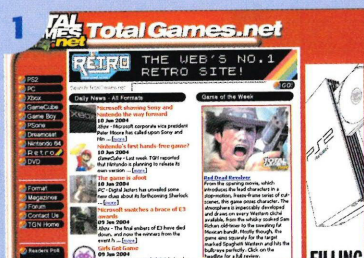
Double Dash!! got some mixed reactions but the addictiveness of classic *Mario Kart* is obvious for all to see, especially when the alternative is actually doing some work. Heaven forbid!

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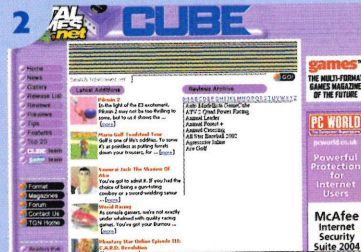
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UP-TO-THE-MINUTE NEWS

Every day of the week our rabid news hound updates the GameCube stories that matter.



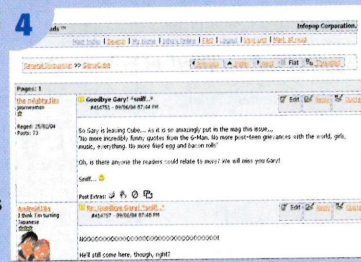
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HOTTEST CHEATS IN TOWN

Our sister magazine SOLUTIONS: NINTENDO GAMECUBE sometimes updates this page just for you, no really.



THE FORUM

The CUBE forum is one of the most subscribed and lively GC discussion salons in the country. Be there, be way cool, really...

SHADOW THE
HEDGEHOG

HOGWASH

RELEASE: 18 NOV



We were supposed to have *Shadow* for review this month but it "wasn't ready", although no word has reached us of a delay to its on-sale date. Coincidence? Let's wait and see...

ANTICIPATION

★★

SPONGEBOB
SQUAREPANTS:
LIGHTS, CAMERA,
PANTS!

PANTICULAR



RELEASE: 18 NOV

We're looking forward to this more than judgment suggests we should. Partly because it has the best title EVER, and don't try to deny it.

ANTICIPATION

★★★

UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

Need For Speed: Most Wanted	Racing	EA	25 November	★★★
The Incredibles: Rise Of The Underminer	Adventure	THQ	11 November	★★★
Mario Superstar Baseball	Sports	Nintendo	11 November	★★★★
Pokémon XD: Gale Of Darkness	RPG	Nintendo	18 November	★★★★★
SpongeBob: Lights, Cameras, PANTS!	Platform	THQ	18 November	★★★
Shadow The Hedgehog	Platform	Sega	18 November	★★
Mario Smash Football	Sports	Nintendo	18 November	★★★★
Harry Potter And The Goblet Of Fire	Adventure	EA	November 2005	★★★
Mario Party 7	Party/Puzzle	Nintendo	November 2005	★★★★
Call Of Duty: Big Red One	Shoot-'em-up	Activision	Q4 2005	★★★
Crash Tag Team Racing	Racing	Vivendi	Q3 2005	★★
GUN	Action/Adventure	Activision	Q3 2005	★★★★★
Peter Jackson's King Kong	Adventure	Ubisoft	17 November	★★★
Prince Of Persia: The Two Thrones	Adventure	Ubisoft	Q3 2005	★★★★
Shrek SuperSlam	Beat-'em-up	Activision	Q3 2005	★★★
True Crime 2	Action	Activision	Q3 2005	★★★
Battalion Wars	Strategy	Nintendo	9 December	★★★★
Chaos Field	Shoot-'em-up	O-3	Winter 2005	★★★
James Bond: From Russia With Love	Shoot-'em-up	EA	November 2005	★★★
Tak 3	Platform/Adventure	THQ	February 2006	★★★★
The Legend Of Zelda: Twilight Princess	Adventure	Nintendo	June 2006	★★★★★

MARIO PARTY 7

JELLY AND ICE CREAM

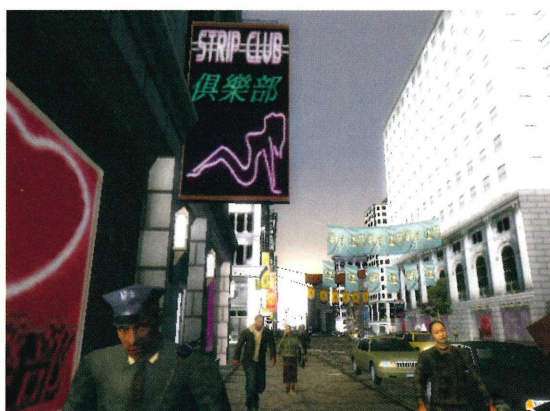
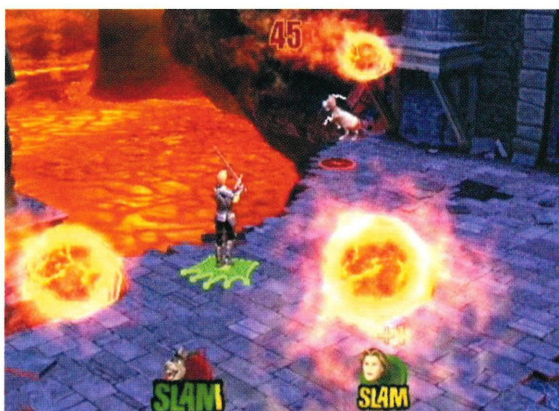


RELEASE: NOV '05

With the inevitability of the day dawning we whinge about how each *Mario Party* doesn't expand enough on the last one. But even when parties aren't great, they're still fun.

ANTICIPATION

★★★★



CHAOS FIELD

SCHMUPPET HEAVEN



RELEASE: WINTER

Old fashioned shoot-'em-up action the way your grandfather might remember it. Make sure you have a wooden joystick for an authentic game.

ANTICIPATION

★★★

SLIP-O-METER

The games that dodged their release dates and those that got away

LEGO STAR WARS

This one's on the schedule presumably because it sold so well on the other formats that Eidos smelled the chance to milk a few quid out of Cube owners. Converting it must be taking longer than hoped, however.



SLIPPED!

TRUE CRIME:
STREETS OF NY

We were getting a bit sceptical about this last month and Activision insists the current version is only preview, but it's looking more like it doesn't want it reviewed...



SLIPPED!

THE INCREDIBLES:
RISE OF THE
UNDERMINER

The original *Incredibles* game was rather average. Hopefully this one will do the film justice – if THQ would just get on and release the damn thing!



SLIPPED!

IMPORTANT DATES...

What do you need to import games for this month? Just go and take another look at how packed the reviews section is and stop being so silly!

JAP RELEASE DATES

MARIO PARTY 7	GC	10 NOVEMBER
ONE PIECE PIRATES CARNIVAL	GC	23 NOVEMBER
TASOGARE NI MAMIERU SHINIGAMI	GC	8 DECEMBER

US RELEASE DATES

MARIO PARTY 7	GC	OUT NOW
SHADOW THE HEDGEHOG	GC	OUT NOW
CHIBI ROBO	GC	OUT NOW



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Six brand new entries in the charts this month with *Ultimate Spider-Man* hitting top spot (which just shows the power of 'comic inking technology'), beating the excellent *Spartan: Total Warrior* and *SSX On Tour*. Not so impressive but still selling well in their opening weeks on sale are *X-Men Legends II*, *Marvel Nemesis* and *Geist* while *Resident Evil 4* slips down to ninth. If you haven't bought Capcom's masterpiece already, you should be ashamed of yourself.

UK CHART

ChartTrack

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1 NEW	ULTIMATE SPIDER-MAN PUBLISHER: ACTIVISION CUBE RATING: 6.9 It's definitely Spider-Man, but not very ultimate.	6 NEW	X-MEN LEGENDS II PUBLISHER: ACTIVISION CUBE RATING: 6.6 More superhero levelling-up action.
2 ▼	FIFA 06 PUBLISHER: EA GAMES CUBE RATING: 7.0 Ooooh, look how realistic the players' faces are!	7 ▲	TIGER WOODS PGA TOUR 06 PUBLISHER: EA GAMES CUBE RATING: 9.1 More Woods for your fairway, or something.
3 NEW	SPARTAN: TOTAL WARRIOR PUBLISHER: SEGA CUBE RATING: 8.1 Mass brawls in ancient times. Awesome!	8 NEW	MARVEL NEMESIS PUBLISHER: EA GAMES CUBE RATING: 4.4 How could it go so, so wrong? Well, it just did.
4 NEW	SSX ON TOUR PUBLISHER: EA GAMES CUBE RATING: 8.8 More brillo boarding, but not as good as SSX3.	9 ▼	RESIDENT EVIL 4 PUBLISHER: CAPCOM CUBE RATING: 9.8 If you only buy one game ever, make it this one.
5 ▼	WWE: DAY OF RECKONING 2 PUBLISHER: THQ CUBE RATING: 8.9 THQ's best grappler yet is hanging in there.	10 NEW	GEIST PUBLISHER: Nintendo CUBE RATING: 5.8 Not everything Nintendo touches turns to gold.



Budget GameCube games still making the rounds

ON A SHOESTRING

- 1 SONIC GEMS COLLECTION
- 2 SONIC HEROES
- 3 THE INCREDIBLES
- 4 SPIDER-MAN 2
- 5 THE LEGEND OF ZELDA: THE WIND WAKER
- 6 SUPER SMASH BROS. MELEE
- 7 SONIC ADVENTURE 2: BATTLE
- 8 SUPER MARIO SUNSHINE
- 9 MARIO PARTY 5
- 10 CALL OF DUTY: FINEST HOUR



GCN

GAMECUBE NEWS

FINAL THOUGHT THE BIG BUILD-UP

There's no denying it: we're entering the final stages of the GameCube's life cycle, and while the first quarter of next year does have some decent titles in the offing (*Viewtiful Joe*, *Baten Kaitos 2*, *Harvest Moon*) it's the turn of the dual-screened wonder to take on the Nintendo baton for a while. The DS has a phenomenal line-up next year – and a good job too, as it's going to have to make up for the lack of GameCube tie-over titles between April and September.

And September, of course, is when the real magic happens, because that's when Revolution will appear on British shores. You can't help but be drawn in by the Xbox 360 hype at the moment, but we've played all the launch games, and honestly, folks, it ain't all that. If you can afford to spare £300 then go for it: it'll keep you entertained for a while, but the real next generation doesn't kick off until next summer... well, next May to be exact, because that's when Sony and Nintendo start the war good and proper at E3 2006. Bring it on.

C

Top 10 U.K. Games

Asphalt Urban GT

Urban

You are taken out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps among other things.

Prince of Persia Warrior Within

Prince

You enter a totally original universe, with 10 levels, on board a prince ship and within ancient places that are swarming with evil forces. You'll have to confront pitiless enemies who each have different combat skills (life points, parade, aggressiveness).

New York Nights

New York

With its colorful graphics and its innovative and interactive gameplay, New York Nights creates a new standard for the simulation games style and its entertaining scenarios, full of surprising twists and turns offer a great replayability.

Midnight Pool

Pool

Whether you're a beginner or an experienced pool player, the intuitive gameplay and realistic graphics will make for rapid and total immersion, allowing you to enjoy the game right from the break! Don't miss out.

Rainbow Six Lockdown

Lockdown

Tactics and action are at the heart of the explosive mixture embodied by Rainbow Six. You'll have to make the right decisions at the right moment if you want to stay alive and save the hostage victims of a cowardly kidnapper plot.

Vijay Singh Pro Golf 2005

Golf

You'll be playing on a dream golf course: the Harbour Town Golf Links at Seapines Resort in the United States. From total immersion in the universe of professional golf to a "Quick Play" game, a variety of modes are available to you.

Medieval Combat: Age of Glory

Medieval Combat

Age of Glory plunges you into the heart of fantastical medieval mythology. Demons or humans, it is up to you to choose which of the five initial combatants you will side with. The BEST beat 'em up on any mobile. Buy it now!

Sexy Poker 2004

Poker

Play sexy strip poker whenever you want... Animated using brilliant artificial intelligence, your sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy.

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Skate

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Girls



dirty2

The Girl From
Next Door



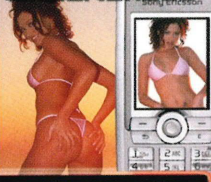
dirty3

Models Only



dirty4

Latin American
Experiences



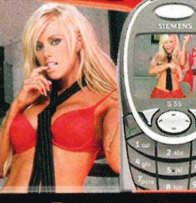
dirty6

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Feature



PREDICTING THE REVOLUTION

Want to know what games you'll be playing on the Revolution? Nintendo's not telling but we are, as we predict the future of your favourite franchises and just how games and companies are going to use that controller...

IF YOU WANT to deal only in cold, hard facts then the only games that have been announced for the Revolution are *Metroid Prime 3* and *Final Fantasy: CC*. And that's it. However, there have been enough hints dropped over the last few months to make some pretty educated guesses as to what games are going to get to use the controller and in what way. After all, we're not claiming to be geniuses simply for suggesting that it's quite likely there might be new *Zelda* and *Mario* games coming out; trying to work out how they'll actually use the controller, however, is another thing.

One task that really is impossible, though, is predicting what the third-party publishers and developers might be planning for the Revolution and what existing franchises might be on their way. Will there be a *Resident Evil* or *Pro Evolution Soccer* for the new machine? Thanks to Nintendo telling everyone to keep sh-tum for now we simply don't know. However, we're pretty confident that when Nintendo does take off the gags you'll be surprised at just how much support there is and how far the work has gone already. Until that time, though, we're just going to sit here and guess the ass off of everything.

THE LEGEND OF ZELDA

As soon as anyone starts imagining the possibilities for the Revolution controller they start thinking of a sword game, slashing an imaginary remote control around and then collapsing in excitement at the thought of a *Star Wars* Lightsaber game. *Star Wars* games are always hit and miss though

(and to be honest, we've forgotten whether LucasArts is talking to Nintendo at the moment), but there is a sword-wielding champ of Nintendo's own making that you can guarantee will make full use of the controller...

Since it now seems certain that *Twilight Princess* will include an option to use the Revolution controller we'd speculate that it would require both the standard Freehand controller and the nunchuck – in order to have some sort of common ground with the original GameCube control layout.

Imagine your basic movements on the nunchuck but with the Freehand actually controlling Link's sword arm – not through any kind of abstract button presses but by the actual movements of your hand. You could press the **A** button to change between sword and shield, so a quick jab forward and a slash to the right is followed by a switch to your shield as you angle the Freehand to the left to block an incoming attack.

You can see the same sort of thing at work in Namco's

Mazan: Flash Of The Blade arcade game but *Zelda* on Revolution could be so much more accurate – and of course there'd be a proper game in there too, not just an on-the-rails fighter. And if that's just the souped-up GameCube game imagine what could be done with a real next-generation *Zelda*, made for the Revolution from the start!

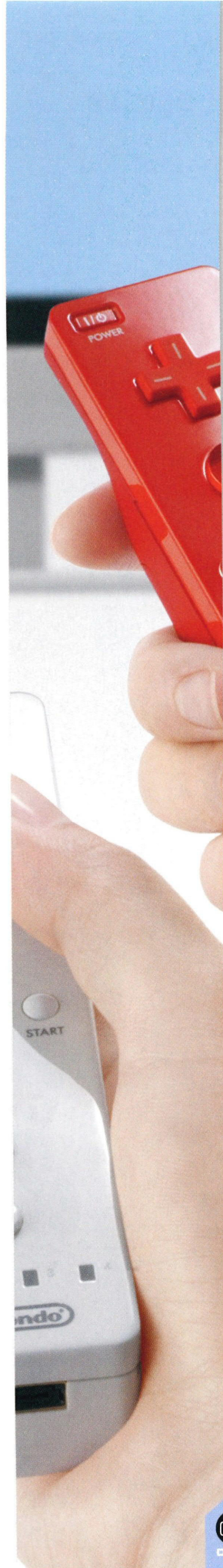
SUPER MARIO

Nintendo seems to have learned its lesson about not launching a new console with a new *Super Mario* game, but despite the various hints and promises about a new game we know absolutely nothing about it.

However, it does seem fair to assume that, just like *Super Mario 64* before it, it will be a game specifically designed to take full advantage of all the Revolution's features.

We expect it to include online play and probably some sort of GBA/DS connectivity but really it's all going to be about the controller. A second after playing *Super Mario 64* with the N64 controller you knew exactly why the analogue controller was such a good idea – we expect it to be the same with 'Super Mario Revolution.'

For that reason we bet it will only use the Freehand controller, which suggests to us something revolving



around 3D movement. With only two buttons to use that probably means your only actions are going to be jumping and maybe some sort of generic interaction with the environment. But moving and running around the world would involve the sort of complete freedom that current-gen games can only dream of. You'd just tilt the controller to look around and dip it to walk and then run.

If Miyamoto follows his normal form we also expect that the design of the game will further encourage experimental use of the controller, which will probably mean lots of levels making full use of 3D space, with possibly quite a bit of MC Escher-style architecture and we'd imagine a lot of flying and swimming. Of course, that's in addition to loads of other stuff that hasn't occurred to us because we're not actually the world's most talented videogames designer.

METROID PRIME

Oddly, the one genre of videogame that Nintendo has been referring to the most since the Tokyo Game Show is the first-person shooter. Apart from maybe *Geist* it's not a style of game it's ever come close to embracing



"WE FULLY EXPECT THE REVOLUTION TO BECOME THE NEXT-GEN CONSOLE FOR FPS GAMES"

before and yet it seems to be at the forefront of thinking for the Revolution.

Probably the most tantalising footage in the Japanese ad for the

Revolution was the bit at the end where the guy is clearly playing an FPS, using the nunchuck for movement (just like the WASD keys on a PC keyboard – but better because it's analogue) and the Freehand for aiming (like a mouse in a PC set-up – except again more accurate and with the added benefit that it feels like a gun in your hand).

If PC developers like id Software and Valve don't embrace the Revolution immediately then they've either been paid off to stay away or they're stupid in the head. We fully expect the Revolution to become the next-generation console for FPSs and leading the charge from Nintendo is likely to be *Metroid Prime 3*.

Technically the only game that's been confirmed so

far for the Revolution (via that ultra-short teaser at E3), the last game in the *Prime* trilogy is likely to be more of an action game than before, which means it'll probably use the FPS control scheme suggested above. The *Metroid Prime 2* tech demo at the Tokyo Game Show certainly did and we rather doubt that was by accident. There are plenty of buttons left for operating visors and changing weapons and with an online mode you might even get some proper use out of the multiplayer options from the last game too.

SUPER SMASH BROS.

Although no footage exists of it, Satoru Iwata has given enough hints about it that you can pretty much stake your financial wellbeing on the fact that there'll be a new *Super Smash Bros.* for the Revolution launch. As with the DS, certain games will use different aspects of the Revolution (like how *Mario Kart DS* doesn't use the touch screen but is the first to go online) and *Smash Bros.*



seems to be the most important of Nintendo's online titles – it's the game it mentions first when talking online play.

But that raises the question of how it, and indeed any other beat-'em-up, is going to use the Revolution controller. It's pretty hard to see how anything like *Tekken* or *Street Fighter* is going to work with just the Freehand and even then they'd probably be better off with the shell controller. We'd be tempted to say the same for the *Smash Bros.*, especially as we suspect Nintendo will be tempted to make it all work without the nunchuck – which implies there'll only be two different attack buttons.

However, imagine a completely new type of beat-'em-up from the first person where you throw a punch by actually... throwing a punch. With two controllers, one in each hand, the need for silly combos and abstract button presses would be instantly gone. Boxing games in particular should be a revelation and we're sure with four buttons (two to each hand) there'd be some way to include jumping and kicking for something a bit more *Soul Calibur*-esque.

FIFA

It might not be the most inspiring genre from a game-design perspective, but if Nintendo wants to get bums on seats then it's going to need a whole suite of top-notch sports games. Obviously in the UK that means football

"WE'D SELL OUR MOTHERS TO SEE OUENDAN TRANSLATED TO THE REVOLUTION"

and not that stupid version the Yanks play. The ideal, of course, would be to get Konami back doing games on the Revolution – and since it was quite a happy supporter of the N64 that's probably a reasonable hope.

First off the block will be EA, which has actually spoken very warmly of the Revolution and its plans for the controller. Guessing how a third party like EA will use the Freehand is a real difficulty but its obvious benefit in a football sim is in precision passing and shooting. This has always been a problem, even in the mighty *Pro Evolution Soccer*, but with the Freehand controller it would be a lot easier to

bend and curve the ball exactly how you want it. There might be a temptation to use some sort of cursor system to control both movement and shooting on just the Freehand but we'd prefer to see the nunchuck used for moving around the pitch.

Other sports games have even more obvious applications and we'd start queuing up right now for a version of *Mario Tennis* where you got to hit the ball by swinging the controller like a tennis racquet. Considering how keen even EA has been to try out alternative control methods for golf games that's a given too – who knows, maybe someone will even manage to make cricket games interesting as well.

PIKMIN

When people used to ask Miyamoto what the Revolution controller was going to be like the nearest he ever got to saying something helpful was that it would be great for playing *Pikmin*. The reasons for him saying that are now

obvious – instead of awkward little micro adjustments to a cursor floating in front of Captain Olimar, with the Freehand controller you'll be able to point exactly where you want to fling *Pikmin*, encircle very specific groups of them and generally control everything much more like a PC real-time strategy title. We still imagine Olimar (or Louie) will follow along behind the cursor though, so there should be no danger of you becoming too removed from the game, as happens with many PC strategy titles.

Essentially you'd be using the controller like a 3D mouse, and just as with first-person shooters it should

have PC developers like Blizzard knocking down Nintendo's door (in fact, Blizzard,

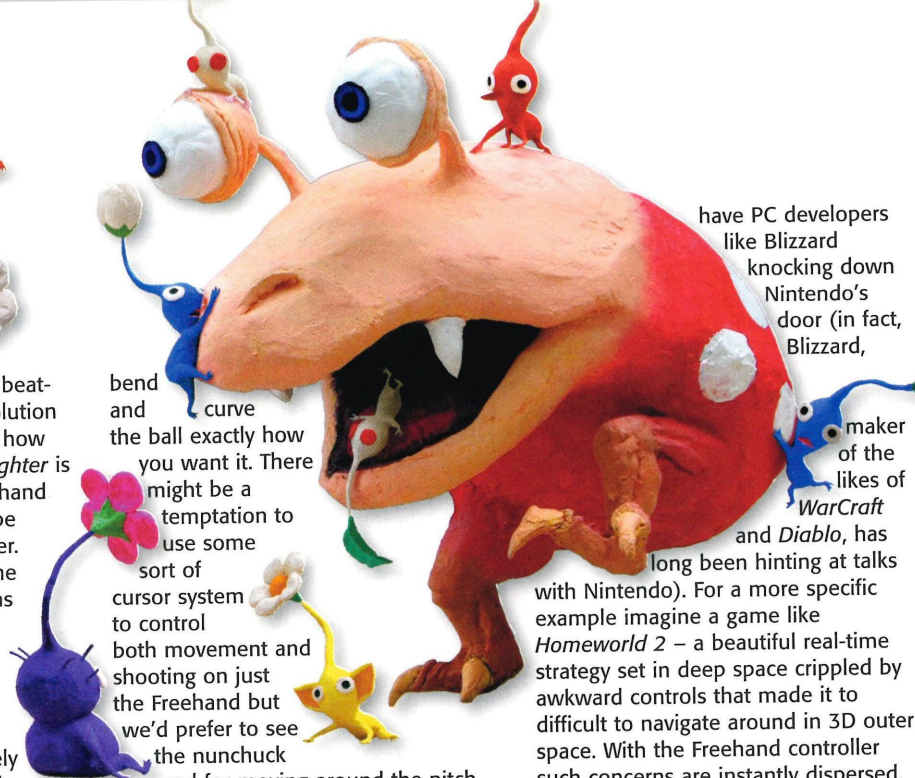
maker of the likes of *WarCraft* and *Diablo*, has long been hinting at talks with Nintendo). For a more specific example imagine a game like *Homeworld 2* – a beautiful real-time strategy set in deep space crippled by awkward controls that made it difficult to navigate around in 3D outer space. With the Freehand controller such concerns are instantly dispersed.

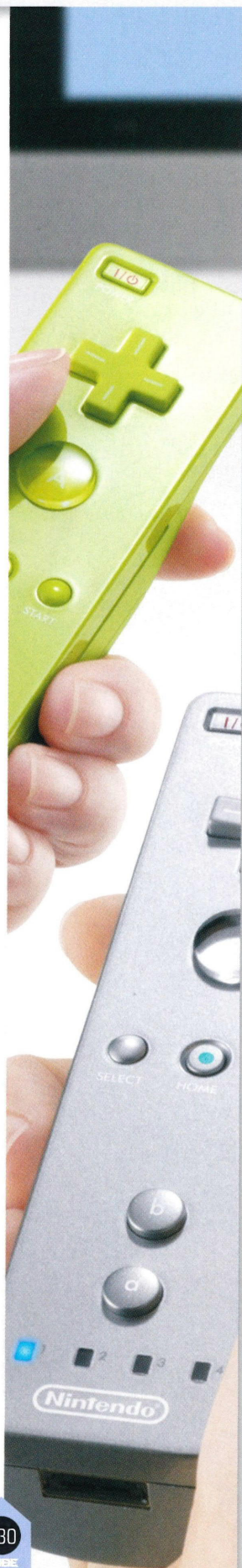
It's bizarre to think that some people were complaining that menu-driven games, including role-players and other interface-heavy titles, would actually be difficult to control on the Revolution. Imagine a next-gen upgrade of *Battalion Wars* where, just like in *Pikmin*, you not only have the perfect direct control of your units but also the means to select options and commands with a genuine point and click interface. Anyone who has seen *Minority Report* will know exactly what we're talking about (not that we'd recommend the movie for any other reason mind, unless you fancy Tom Cruise, of course).

OUENDAN

We realise *Ossu! Tatakae! Ouendan!* on the DS is only available in Japan but it's the only example of a music game that's actually one of Nintendo's own franchises (*Donkey Konga* is probably the only game that wouldn't work with a Revolution controller – although there is a GameCube controller port so you can just plug in the bongos anyway). Besides, we'd happily sell our mothers to see it translated to the Revolution whoever's game it is. *Ouendan* would work perfectly on the Revolution as well, since instead of the DS's stylus you could use the Freehand controller to point at the screen and set off those wacky cheer squad dances.

Clearly the Revolution is going to be perfect for music and party games of every description: Sega must surely already be beaver away on a version of maracas game *Samba De Amigo*, and what about a proper drumming





game where you use a Freehand controller in each hand in place of drumsticks? Come to think of it, if a controller can double as a tennis racquet then surely it can also work as a guitar as well? And speaking of odd uses of the controller it must now be mandatory for Sega to provide a new sequel to *Super Monkey Ball* – after all, the original arcade version did use a banana as a joystick.

The odds on a *WarioWare* game appearing in time for the launch must also be pretty short, considering that *WarioWare Twisted!* was practically a dry run for the Freehand controller anyway. In fact, there might be something of a danger of less inspired developers just banging out mini-game collections at first, as has tended to happen with the DS. Hopefully, the inevitable

“PILOTWINGS FOR THE REVO COULD EXPLORE FULL 3D LIKE NO OTHER VIDEOGAME”

new *Mario Party* won't fall into this category; with a bit of luck the Revolution might be just the impetus Hudson needs to really make good on the original concept (plus an online mode should help to chase away those single-player blues).

PILOTWINGS

There were never even any half-decent rumours of a new *Pilotwings* game on the GameCube, a fact that puzzles us greatly.

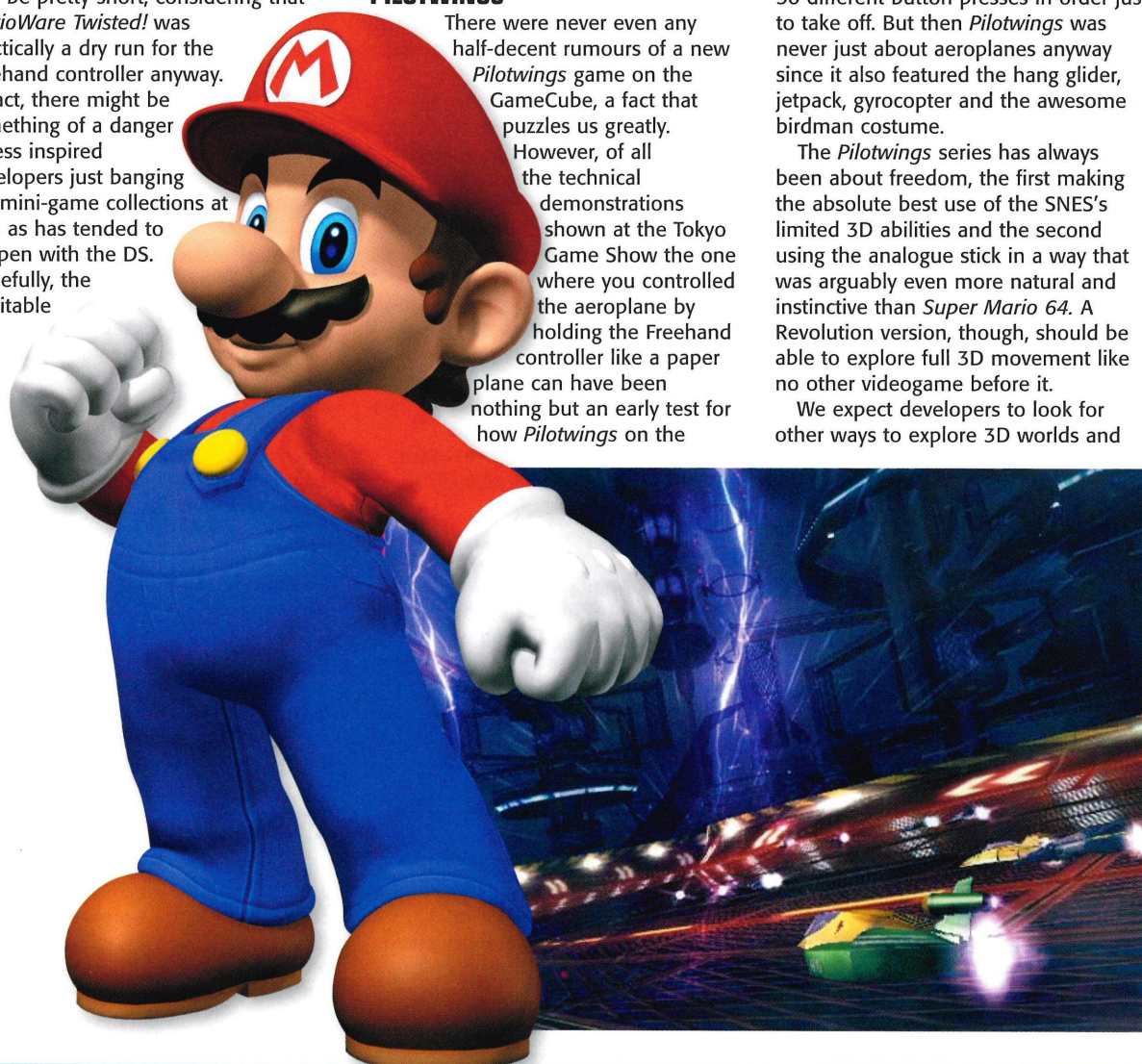
However, of all the technical demonstrations shown at the Tokyo Game Show the one where you controlled the aeroplane by holding the Freehand controller like a paper plane can have been nothing but an early test for how *Pilotwings* on the

Revolution might work.

Real flight simulators have been boring for decades now but this is Nintendo's big chance to make them interesting again, especially since *Pilotwings* has always been about the fun and the spectacle of exploring the wild blue yonder – not worrying about 50 different button presses in order just to take off. But then *Pilotwings* was never just about aeroplanes anyway since it also featured the hang glider, jetpack, gyrocopter and the awesome birdman costume.

The *Pilotwings* series has always been about freedom, the first making the absolute best use of the SNES's limited 3D abilities and the second using the analogue stick in a way that was arguably even more natural and instinctive than *Super Mario 64*. A Revolution version, though, should be able to explore full 3D movement like no other videogame before it.

We expect developers to look for other ways to explore 3D worlds and



CUBE'S MOST WANTED

What are we most looking forward to on the Revolution? That mysterious new game that Miyamoto is promising for launch is number one really, but here's our top ten wants for games that already exist:

1. SUPER MARIO 128

How could it be possibly be anything else?

2. THE LEGEND OF ZELDA

If *Twilight Princess* already used the Revo controller we hate to think how long this will take to arrive.

3. METROID PRIME 3

Some ordinary PC-style first-person shooter will do, but the thought of a Revolution *Metroid* sends all of our hearts aflutter.

4. STAR WARS: JEDI KNIGHT 4

If we don't get a *Star Wars* Lightsaber game George Lucas is a dead man.



environment as well and can imagine underwater and outer-space settings being particularly popular. Once again LucasArts need to be jumping on the Revolution bandwagon as soon as possible or better still imagine a proper new StarFox done by someone that wasn't Rare or Namco (Treasure would be our choice). Or what about Sega's Rez or Panzer Dragoon? Our mouths water, nay, fountain at the very thought.

F-ZERO

It's a crime that F-Zero isn't more famous than it is. It doesn't even matter that *Psygnosis* admitted that it ripped it off for *WipEout* – Sega's *F-Zero GX* was so easily

the best futuristic ever made that it's difficult to imagine how it could be improved without a

"JUST IMAGINE HOW IMMERSIVE A REAL SURVIVAL HORROR WOULD BE"

whole new control system. Which by an odd co-incidence...

Driving games are one of the more difficult genres to imagine playing with the Freehand controller and we suspect that for a lot of the more realistic ones some sort of extra attachment is going to be used – either a circular clip-on handle or just a bog-standard steering wheel (we doubt Nintendo will provide the latter but a third party might).

F-Zero should work perfectly just as it is with the subtle movement of the Freehand translating perfectly to the more abstract world(s) that the game inhabits. Apart from allowing for ultra-fine steering, pitching the controller up and down will also make adjusting your speeder's nose in flight a lot easier. In fact, we reckon this would have been groomed as a launch title if the last two titles hadn't been such almighty flops.

Instead we suspect Nintendo will try to get a more realistic racer off the starting blocks first and we'd guess it'll probably get someone else to do it since it has little experience in the genre – *Daytona USA 3* or *Sega Rally Championship 3* maybe? Or perhaps Nintendo will try to do things itself with *Excitebike* or maybe even *Mach Rider*? Combined with the nunchuck or another controller a motorbike game

would be amazing as you control both the bike and your position on it with far greater ease and accuracy than ever.

LUIGI'S MANSION

Unlike some people, we've got nothing against Luigi's Mansion – it was a perfectly good game, just not perhaps the most sensible launch title for the GameCube. The chances of a Revolution sequel would probably have been laughed off a few months ago but after seeing the section of the Japanese advert where the two kids are aiming a torch with the Freehand while walking around with the nunchuck it's hard to imagine they weren't supposed to be playing some sort of next-gen Luigi's Mansion. Either that or *Silent Hill*.

Luigi's Mansion was meant to illustrate the full use of the GameCube controller, in particular using two analogue sticks at the same time, so it'd again be perfect for getting used to the Freehand/nunchuck combo. But just imagine how immersive a real survival horror would be, where the viewpoint changed not according to some coarse movement of a joystick but as quickly and instinctively as a twitch of your wrist. Survival horror games are always using torches to add atmosphere in terms of lighting but here the actual process of moving it about onscreen and lighting up some nameless horror would add to the sense of dread.

One thing we can't predict is whether the Revolution will get another *Resident Evil*. However, we're willing to bet large amounts of someone else's money that even if the Revolution doesn't get *Resident Evil 5* (not necessarily a loss as it's not by the same team as number 4) there will be some unnumbered spin-off. The controller, and the fanbase it's built up for the GameCube, is just too good for Capcom to ignore we reckon. Plus we'll kidnap the CEO's daughter if it doesn't.

5. PILOTWINGS 3

You can't see the paper plane demo and not want a proper full-on *Pilotwings* for Revolution.

6. PIKMIN 3

This is the game Miyamoto first mentioned in conjunction with the controller. We want to know why.

7. SILENT HILL

Luigi's Mansion is all well and good but we want some more hardcore torch action.

8. KILLER7

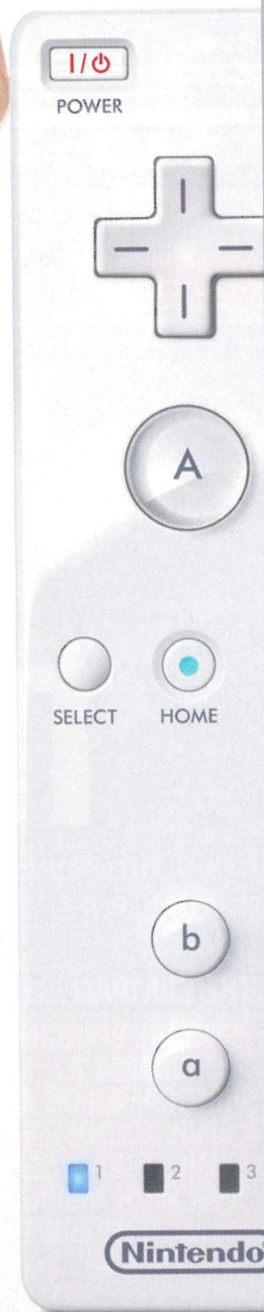
We're hoping for a *Resident Evil* as well, but a *Killer7* sequel would work great too.

9. SUPER MONKEY BALL 3

If ever a controller and a game were a match made in heaven, then it's these two isn't it?

10. QUENDAN

It'll probably never happen but just the thought alone is enough to warm our black hearts.



PREVIEWS

CUBE

INFORMATION

TRUE CRIME: NEW YORK CITY

PUBLISHER: ACTIVISION

DEVELOPER: LUXOFLUX

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



DEC 05



TBA



OUT NOW

PREVIOUS

FROM THE MAKERS OF...

TRUE CRIME: STREETS OF LA

■ Luxoflux's main experience comes from NYC's chart-topping prequel, *Streets Of LA*.



TOTALGAMES.NET RATING: 86

Big Apple? Big whoop



FIRST REACTION
While slightly tighter, NYC still doesn't feel too great to control but hopefully the game's scope will make up for this.

TRUE CRIME: NEW

True Crime gets slightly better

THE COMPANY LINE

"WE ARE BRINGING DRAMA TO VIDEOGAMES ON AN UNPRECEDENTED LEVEL THAT IS ON PAR WITH MOVIES AND TELEVISION SHOWS"

ACTIVISION PRESS RELEASE

CUBE BACKATCHA

What, by chucking some celebs in the game? *slow clap*

WITH THE GAMECUBE sadly missing out on the *Grand Theft Auto* series, much more pressure is placed on copycat titles like *True Crime* to fill that gaping hole. The general consensus among those who played the first in the *True Crime* franchise is that it was filled with good ideas but was poorly executed and overly sure of itself – sly digs at Rockstar would be all well and good if Luxoflux's game was better, which it wasn't then and, at this rate, won't be in the sequel either.

Shifting settings from Los Angeles to the Big Apple as well as changing its cast, *True Crime: New York City* is looking to distance itself from its predecessor slightly, while building on the absurdly lucrative *True Crime*

franchise. The original game was somehow the best-selling new IP of 2003 despite actually being a bit rubbish. Many of the new faces you will meet in Los Angeles are backed up with celebrity voice-overs, so you can expect to hear the likes of Mickey Rourke, Lawrence Fishburne and Christopher Walken doing the rounds.

The new narrative follows ex-'gangsta' Marcus Reed in his new role as a New York City cop, the obvious first job after going straight really, but if nothing else at least the story elements are fairly well handled and interesting, especially when given credence from some recognised voice-over artists.

With the game's good cop/bad cop possibilities and the sprawling New

York cityscape come the game's biggest selling points offering a decent level of freedom and employing the player with the ability to play the way they want to. And while missions themselves might not change a massive amount, we are reliably informed that your alignment will have repercussions as the adventure goes on. The good guys get promotions and access to extra weapons and goodies while those who choose to uphold the law in their own ruthless way might have to source their own supplies.

From what we've seen so far, the missions seem to be varied enough – some Hollywood-style pursuits, on-foot shoot-outs and *Blade*-esque kung fu clubroom brawls all combine with

"ISSUES WITH CONTROL STILL UNDERMINE MUCH OF THE GAME'S POTENTIAL"



KUNG FU FIGHTING

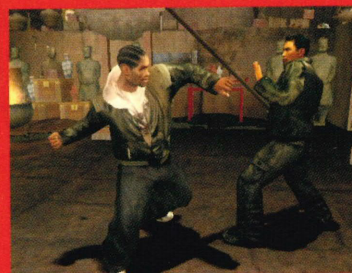
FAST AS LIGHTNING? ER, NO...

While the shooting is a bit broken, things get worse when you get up close and personal with an inexplicably unarmed opponent. Through the game, Marcus is able to learn several different martial arts styles, each

with its own benefits and drawbacks. All this means, though, is that you run up to a guy and go crazy on the attack buttons until you find something that works, then repeat to fade. There's no obvious

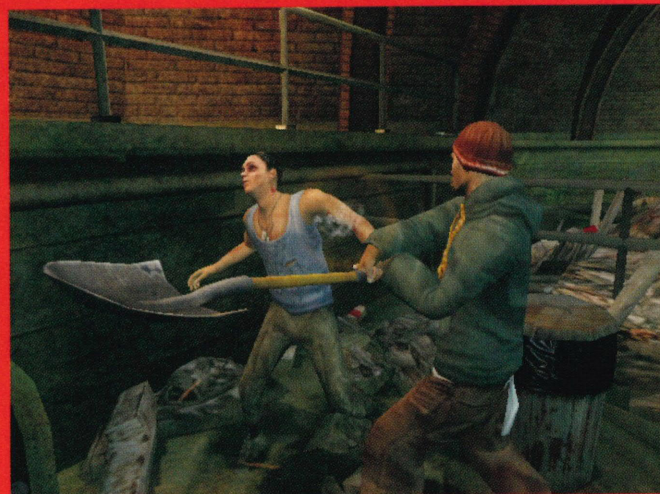
combo system in place, no flow to what should be a beautiful ruck to behold and the whole shebang is massively underwhelming. You'll probably find yourself drifting back to gunplay before you know it.

C



◀ You have besmirched me, sir. Appologise or prepare to take delivery of a bunch of fives about the chops, you wag!

▼ Bapping people round the head with shovels – now that's what we call community policing!



CUBE EXPECTATIONS

STILL TIME TO FIX IT?



- ⊕ Actual (and huge) New York map to explore
- ⊕ Better than the first *True Crime*
- ⊖ Shooting and moving feel somewhat clunky
- ⊖ A bit too 'street' for its own good?

■ Fraught with problems, and as clunky as they come, *True Crime* needs a fair bit of work over the version we've seen or it'll find itself being bundled with a receipt, carried back into the shop and left to wallow alongside *Driv3r* in the 'Please Don't Buy Me' pre-owned mountain.

C

▲ I was only pointing out that your tie was on a bit wonky!

▲ Dude, you have a serious earwax problem there.

YORK CITY

some of the more menial aspects of police life. Unfortunately though, the story branching that was in place in the original game has been slim-lined to the point of being pretty much removed entirely. You can see why this is the case, though, as anyone who played *True Crime: Streets Of LA* will tell you it was a great concept that turned out somewhat sketchy and confusing. A shame really – if that element could have been refined, *True Crime: New York City* might have actually had something of its own to shout about.

As it stands, however, Luxoflux's follow-up looks to be a slightly renovated, marginally improved *True Crime* title. It still seems to suffer from many of the problems that plagued the

original, although admittedly not to the same degree in most cases – issues with the control system still undermine much of the game's potential and we can only hope that the missions themselves are well thought out enough to disguise or draw attention away from this fundamental flaw.

True Crime is obviously still borrowing ideas left, right and centre, nodding at *Grand Theft Auto: San Andreas* more than we're comfortable with – not to mention swearing like its virtual mother wouldn't believe – but whether the problems we've highlighted here are fixed before the launch or not, *New York City* is still likely to fly off the shelves over the Christmas period. You guys are just so silly like that.

C

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You ain't
gonna catch
me!

INSIDE THIS ISSUE...

Pokémon XD: Gale
Of Darkness is here,
we've got all the
news from the Tokyo
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everything you need
to know from the
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THIS IS ONE HOT ISSUE — DON'T MISS IT!

PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!



CUBE

INFORMATION

SHREK SUPER SLAM

PUBLISHER: ACTIVISION
DEVELOPER: SHABA
ORIGIN: US
GENRE: MELEE FIGHTER
PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

18 NOV 05 TBA OUT NOW

PREVIOUS

FROM THE MAKERS OF...

THUG2 REMIX

The super-smooth handheld version of the Jackass instalment of Tony Hawk's.

TOTALGAMES.NET RATING: N/A

THE COMPANY LINE

"ENJOY A BUFFET OF IRREVERENCE — PLAYERS RELIVE THE TWISTED HUMOUR OF THE WORLD OF SHREK"

ACTIVISION PRESS RELEASE

CUBE BACKATCHA

... and gameplay cribbed from *Smash Bros.* and *Power Stone*.

Alliterative ass-kicking



FIRST REACTION
Okay, a Shrek party brawler. Hmm, it's a little isometric, like, with big clubbing weapons. Like Power Stone. Fight then.

SHREK SUPER SLAM

Another Shrek game and another melee fighter. Do we need either?

WITH THE GAMECUBE already home to the ultimate melee fighting game, *Super Smash Bros.*, and a host of other party punch-'em-ups like *Dream Mix: World TV Fighters* and *Rave Groove Adventure*, you have to wonder how much we really need another one — especially one that continues the horrendous videogame legacy of *Shrek*.

That said, this could prove a pleasant surprise. Sure, the paper-thin plot makes *Shrek 2* look like Shakespeare, but throw 20 characters (both from the movies and created specially for the game, including Shrek, Donkey, Fiona, Puss-In-Boots, Captain Hook and Humpty Dumpty) into some highly destructible fairytale arenas packed with wieldable scenery and weapons

and there's some fairly enjoyable mayhem to be had.

Super Slam takes most of its cues from *Power Stone* — the camera, power-ups, melee and range weapons, the destructible scenery — but it also nabs a few tricks from *Smash Bros.* The result is fluent combat that boasts combos, shield blocks, air throws, charge moves and some crazy signature attacks: Shrek lets rip with some green ass gas, Fiona unleashes a banshee-like wail and so on. Although each character has a distinct fighting style and the combat threatens to be as deep as that of *Smash Bros.*, the battles fall into bouts of button bashing. The scoring system is a tad suspect, too. There are no life bars to drain or lives to lose; instead, you are awarded Slam Points for the number of special moves landed.

We're not sure about that one.

There's a very basic Story mode and a



▲ You'd better run, you little bastard, because your sweet, crumbly ass is going in that oven.

mission-based Mega Challenge mode (where you work across a map taking on challenges like throwing gingerbread men into an oven) but the real fun is to be had with four pads plugged in. We'll just have to see if the trademark *Shrek* irreverence is enough to hold the slightly shaky combat together.

CUBE EXPECTATIONS

DUMB FUN FOR FOUR

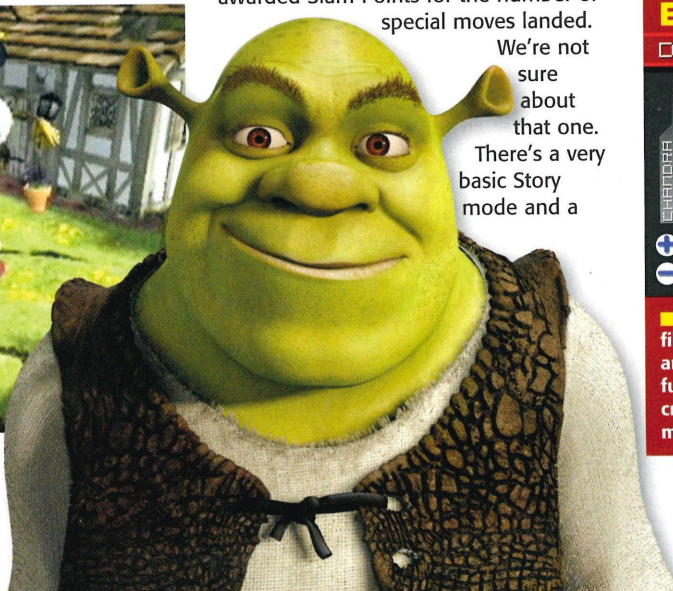


- ⊕ A melee fighter in the *Power Stone* vein
- ⊖ A bit button bashy (actually, a lot).

■ With the actors and humour from the films this is a faithful *Shrek* experience, and the gameplay is largely dumb but fun. Unlikely to steal *Smash Bros.*' crown, but still worth digging out some more pads for.



▲ Charming is about to scramble some eggs on the stage.



HANDS ON INFO

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PLAYERS: 1-8

DUAL SCREEN



MICROPHONE



WI-FI



TOUCH SCREEN



25 NOV



DEC '05



OUT NOW



MARIO KART™ DS

Nintendo muscles in on the online experience

WHAT'S GOING ON here then? A review... at the front of the mag? How queer. Let us explain, dear readers. On 25 November, Nintendo officially takes the plunge into the world of online gaming. At that moment the Nintendo Wi-Fi Connection service goes live, and what better game to launch it than the phenomenal multiplayer experience that is *Mario Kart DS*. It's a monumental occasion for Nintendo fans the world over. Classic Nintendo gaming meets head on with the world of network gaming for the most talked-about marriage in the videogames industry.

But with this launch come a great many questions. How does it work? What does it cost? What do you need? Who can you play against? What you see before you is a very special review that covers every aspect of *Mario Kart DS* and the Nintendo Wi-Fi Connection with a little bit of extra stuff thrown in for good measure. Everything you need to know is right here.

The *Mario Kart* series is one of Nintendo's most prolific sellers, but for years it's been screaming out for

"A VERY SPECIAL REVIEW THAT COVERS EVERY ASPECT OF MK AND NINTENDO WI-FI"

something more. Now, with the advent of the Nintendo Wi-Fi Connection, that one missing element has been addressed. You can now play this superb arcade racer against anyone in the whole world.

Being so popular does have its downside, though, and the many *Mario Kart* purists are some of the most fickle the world has ever seen. As with so many other handheld games at the moment, Nintendo has chosen to go with a 'best of' version for the online-enabled DS outing. It makes sense – after all, we've been waiting so long now that to deny us the classics would be a sin. The big question is, what version is this game based on, and how do the old tracks hold up? Well, the best way to do this review is in the way of an FAQ, and hopefully that will give you all the information you need. Here goes...



HOW MANY TRACKS ARE THERE AND WHAT GAMES DO THEY COME FROM?

There are 32 tracks in all: 16 Retro tracks (four SNES, four N64, four GBA, four GC) and 16 Nitro tracks (brand new courses). In terms of faithful recreation the SNES and GBA tracks obviously look really nice. The N64 tracks look amazing too, with smoother textures and a better frame rate than before. The GC tracks look good, but they're all missing certain important elements, which come down to

technical shortfalls with the hardware. You can read our brief impressions of all 32 tracks on these very pages.

HOW MANY CHARACTERS ARE THERE?

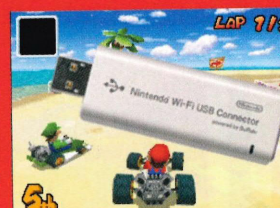
There are 12 characters all together: eight of them are available from the start (Mario, Luigi, Peach, Yoshi, Toad, Donkey Kong, Wario and Bowser) and there are also four secret characters (now that would be telling!) who are unlocked by completing the various Grand Prix Cups.



WHAT THE FI? SO, ERM... WHAT DOES IT DO?

Wi-Fi is a technology that allows wireless communication over short distances by way of magic pixies that fly very fast in orderly patterns. The DS is Wi-Fi enabled straight out of the box, which means that its games can be coded to allow for network play in a similar fashion to Microsoft's Xbox Live and Sony's Network Play. But what does it all mean? It all boils down to two basic options:

1. You can play against other DS owners, as long as they're nearby. Wi-Fi technology can reliably link up with compatible units up to 30 metres away. Many DS games allow for 1-8 player match-ups.
2. The second option is where the all-new Nintendo Wi-Fi Connection service comes in. The Wi-Fi technology sends a signal to the nearest wireless internet connection. This info is sent to the main Nintendo server, allowing you to play against people on the other side of the globe. It's amazing really.



nintendo
Wi-Fi
connection

THE HOW AND WI

WHAT YOU NEED AND HOW IT WORKS...

The reason why Nintendo has taken so long to jump on the online bandwagon is because it wanted to offer something that was simple to use and free to connect to. Previously this wasn't possible: the infrastructure just wasn't in place, but now that's all changed.

Firstly, you need a DS and a Nintendo Wi-Fi Connection-compatible game. The service will launch on 25 November along with the first two online compatible games – *Mario Kart DS* and *Tony Hawk's American Sk8Land*. Stage one, complete.

Then your options are divided into two categories: at home or on the move. If you have a wireless, broadband internet connection in your home (a large proportion of people do now) you need nothing more. The DS will talk to the transmitter and Bob's your uncle. If your broadband connection is not wireless (in other words, you have a cable going from the wall to your PC) you'll need to grab yourself a dedicated Nintendo USB Device for around £30. This small unit plugs into the USB port and sets up a wireless connection thanks to some software that comes with it. At the time of going to press there are no plans for Apple Mac-compatible software.

When you're out and about things are a little different, and you'll only be able to hook up if you're in the vicinity of a 'Wi-Fi Hot-Spot'. There are 7,500 of these in the UK, in places such as McDonalds, Coffee Republic, Hilton and Ramada Jarvis hotels, Road Chefs, Welcome Breaks, student unions, major videogame retailers, airports, football stadiums and BT Payphones. The UK has the best Nintendo Wi-Fi Connection coverage out of any territory. Log onto www.thecloud.net or www.btopenzone.com and enter your postcode in order to find your nearest hotspots. You have to do little more than stroll into a participating store in order to jump online.

nintendo
Wi-Fi
connection

SO WHAT SINGLE-PLAYER MODES ARE THERE?

First, you have the Grand Prix mode, which consists of eight Cups (four Retro, four Nitro, and each Cup has four races). All eight can be tackled in 50, 100 and 150cc, and once you have done all that you get to take part in the Mirror Cups. It's typical *Mario Kart* format really.

Then you have the Time Trials (complete with ghost karts) and Versus (you can go up against seven computer-controlled karts on any track). Battle mode enables you to play one of two games against up to seven computer-controlled adversaries. Balloon Battle is the classic game of bursting your opponents' balloons on one of six battle arenas. The only



difference this time is that your balloons can be re-inflated by blowing into the mic. Shine Runners sees you collecting as many Shines as you can within the time limit.

Last of all in the single-player mode is something brand new. Missions consists of six levels of sub-missions, which essentially

FREE

FOR ALL

If you have a wireless broadband connection at home then the Nintendo Wi-Fi Connection service is absolutely free. You only pay what you would normally pay for your monthly connection.

nintendo
Wi-Fi
connection

ULTIMATE LINE-UP

THE BEST OF MARIO KART

Following in the footsteps of other recent handheld games such as *Ridge Racer*, *WipEout Pure* and *Burnout Legends*, *Mario Kart DS* offers a collection of the best characters, weapons, tracks and music from the entire series. Here's a rundown of the tracks that are on offer and also we've graded them so that you know which ones you'll enjoy the most. There are 32 in all – 16 Nitro tracks and 16 Retro tracks. You can find the Retro tracks over the page...

NITRO TRACKS

CUP: MUSHROOM

Track: Figure-8 Circuit

Original Platform: Brand New Track!

Description: Every game has to have its dull starter circuit, but there are plenty in this game already. Boring...

SCORE: 2

CUP: MUSHROOM

Track: Yoshi Falls

Original Platform: Brand New Track!

Description: Essentially this is just an oval circuit with a few waterfalls covering part of the track. It's a bit below par really.

SCORE: 2

CUP: MUSHROOM

Track: Cheep Cheep Beach

Original Platform: Brand New Track!



Description:

That's better. Loads of bumps with boosts, trees and crabs to bump into.

SCORE: 4

CUP: MUSHROOM

Track: Luigi's Mansion

Original Platform: Brand New Track!

Description: Haunted house setting which bleeds into the haunted woods complete with Boos, living trees and mud pools.

SCORE: 3

CUP: FLOWER

Track: Desert Hills

Original Platform: Brand New Track!

Description: There's some good undulation going on but it's not as good as the GameCube desert track – not by a long way.

SCORE: 3

CUP: FLOWER

Track: Delfino Square

Original Platform: Brand New Track!

Description: Wow! This actually looks like it's pushing the hardware. Good fun and made in Grand Prix to boot. That's what we want.

SCORE: 4

CUP: FLOWER

Track: Waluigi Pinball

Original Platform: Brand New Track!

Description: Massive jumps, winding corners, pinballs and flippers – it's all good. This track is



great fun, even on your own. Our first top scoring track.

SCORE: 5

CUP: FLOWER

Track: Shroom Ridge

Original Platform: Brand New Track!

Description: Loads of traffic, hairpin bends and big drops. It's still missing that certain something, though.

SCORE: 3

CUP: STAR

Track: DK Pass

Original Platform: Brand New Track!

Description: This snowy track is miles better than Frappe Snowland, especially the downhill snowball section.

SCORE: 4

CUP: STAR

Track: Tick-Tock Clock



teach you how to play the game. You'll have to complete tasks such as collecting all the coins within a time limit, beating an opponent or killing all the crabs. At the end of each level (which consists of nine missions) you'll face up to a boss in an arena. All six bosses are taken from *Super Mario 64*, and include such greats as EyeRok and Big Bob-omb!


PHEW. OKAY, SO HOW ABOUT THE STANDARD WI-FI OPTIONS?

Up to eight players can take part in Versus, Balloon Battle and Shine Runners. Even if there's only one copy of the game between you there are options available, but they're quite cut back. If everyone has the game all characters, karts and cups are available.

AND THE ONLINE STUFF?

Everything you see in the standard Wi-Fi mode will also be available online by way of the Nintendo Wi-Fi Connection. As we've explained in the Friend Or Foe? section, you can choose to go up against specifically chosen friends or to allow the server to choose other players with similar abilities.

RIGHT. SO THE BIG QUESTION HAS TO BE, HOW DO THE KARTS ACTUALLY HANDLE?

Well, forget the dual-kart thing from *Double Dash!!* as each kart has one racer in it. You can hop using the  button, and if you hold down hop you'll slide. The powerslide system has been brought in from *Double Dash!!*, so if you slide around a corner while quickly tapping left-right you'll achieve a blue boost and then a red boost. We'd ▶▶▶▶

FRIEND OR FOE?

WHO CAN YOU PLAY AGAINST?

There are four main options when it comes to playing online: Continental, Worldwide, Friends and Rivals. Continental limits your adversaries to those based in Europe, and, well, Worldwide is obvious. Your 'Friends' are people you know, with whom you've swapped Friends Codes. This basically means that you have to specifically invite someone to play with you, and you'll be able to set up your own group of friends to play with. Something like *Mario Kart DS* allows you to race against up to three other people at the same time.

With Rivals you can play strangers who are a similar skill level to yourself. The system will decide on your skill level depending on things like your lap times, number of wins and your overall rank. The server will then allocate you a number of players who it thinks will match your skill level. They could be from anywhere in the world.



Original Platform: Brand New Track!

Description: It's nice to revisit this *Super Mario 64* location in a kart. There's lots going on and plenty of places to drop off.

SCORE: 5

CUP: STAR

Track: Mario Circuit

Original Platform: Brand New Track!

Description: This makes the other tarmac circuits redundant really. Plenty of twists and turns, and dangers to dodge.

SCORE: 3

CUP: STAR

Track: Airship Fortress

Original Platform: Brand New Track!

Description: Another setting taken straight from *Super Mario 64*. Bullet Bills, moving crates and pillars of fire line your path.

SCORE: 5

CUP: SPECIAL

Track: Mario Stadium

Original Platform: Brand New Track!

Description: Better than the GameCube version in our opinion. More jumps and more obstacles equals just what we wanted.

SCORE: 5

CUP: SPECIAL

Track: Peach Gardens

Original Platform: Brand New Track!

Description: The mazes and flower beds make this track really good fun it's just a shame that



it always seems to be way too easy.

SCORE: 4

CUP: SPECIAL

Track: Bowser Castle

Original Platform: Brand New Track!

Description: As far as we're concerned this is the best track in the game. It even has a proper alternative route.

SCORE: 5

CUP: SPECIAL

Track: Rainbow Road

Original Platform: Brand New Track!

Description: The team has put loads of barriers on the course, but they're needed because this track is always competitive.

SCORE: 4

KART ATTACK

GOTTA CATCH 'EM ALL

You start the game with two possible karts for each character: a standard kart and a more personalised version. But by completing the various challenges, you can open up a whole load more. For example, Mario has a B Dasher, a Standard MR, a Shooting Star, a Four-Wheel Cradle, a Light Dancer, a Banisher and a Gold Mantis (a JCB!). Each of these karts has very different attributes, which are divided into speed, acceleration, weight, handling, drift and items.



nintendo
Wi-Fi
connection

say the handling is the best yet in the series, though it does take a bit of getting used to.

Turbo starts are in: just accelerate after the '2' appears. You can drop off the course, at which point Lakitu drops you back, and yes, you can get a turbo

if you apply the gas at the right point in the drop.

WHAT NEW WEAPONS ARE THERE AND WHICH ONES HAVE BEEN BROUGHT BACK?

New weapons come in the form of the Bullet Bill (your kart turns into a Bullet Bill and cruises along the course) and the Squid (the Squid from *Super Mario Sunshine*) who squirts ink in everyone else's eyes for a short period of time.

Other weapons include: green shell, triple greens, homing shell, triple homing, banana, triple banana, mushroom, gold mushroom, lightning, bomb, star, boo, blue homing and the fake item box. There are no specialist weapons for individual characters, though some characters have a lower 'Item' attribute than others, meaning that your chances of getting the decent weapons are reduced.

IS THERE ANYTHING ELSE WORTH MENTIONING?

Yes, one more thing. You can create your own decals for your karts by way of the Emblem option. You can use any



ULTIMATE LINE-UP

CUP: SHELL

Track: Luigi Circuit

Original Platform: GameCube

Description: Sadly, the one short-cut has been removed and you still don't gain any advantage by using all the turbos on the corners!

SCORE: 2

CUP: BANANA

Track: Donut Plains 1

Original Platform: SNES

Description: Once again the SNES music is the one main aspect that makes this a worthwhile track. Otherwise it's just a bit boring really.

SCORE: 1

CUP: BANANA

Track: Frappe Snowland

Original Platform: N64

Description: Bored now. Loads of snow and hills but little else. We never liked this track anyway but at least it's a change of colour scheme.

SCORE: 2

CUP: BANANA

Track: Bowser Castle 2

Original Platform: GBA

Description: Now we're getting somewhere. Decent boost sections, lava traps and flames. This gets manic in Grand Prix mode.

SCORE: 3

RETRO TRACKS

CUP: SHELL

Track: Mario Circuit 1

Original Platform: SNES

Description: A faithful re-creation and it's so brilliant to hear that classic SNES music again, but the track is flat and boring. Nostalgia value only.

SCORE: 1

CUP: SHELL

Track: Moo Moo Farm

Original Platform: N64

Description: Damn those moles! A bit more undulating but again, this reminds us how unexciting those older tracks really were.

SCORE: 1

CUP: SHELL

Track: Peach Circuit

Original Platform: GBA

Description: Similar to Mario Circuit 1 but more varied and with greater potential for powerslides. We're starting to raise the game now.

SCORE: 2

ONE

FOR ALL

Up to eight players can race against each other on regular Wi-Fi multiplayer, even if there's only one copy of the game between you. Of course, having more copies allows for the full experience.

of the logos from the library or you can create your own using the (surprisingly accurate) stylus. It's quite a cool addition and an essential element for all racing games as far as we're concerned.

AND THE FINAL JUDGMENT?

As you will see from our breakdown of the many tracks that many of them just don't hold up any more. The tracks that have been designed specifically for the DS are far better, and the flat, empty tracks really are showing their age. Still, there are more than enough decent tracks to keep you going, and it's nice to have such a selection of tracks and music.

One problem we do have with the single-player mode is that the difficulty in the Grand Prix is so unbalanced. We cruised through it right up until the final course on 150cc (Rainbow Road) when the difficulty became absolutely monumental. We'd easily come first on

"DESPITE THE NIGGLES, WE KNOW FULL WELL WE'LL BE PLAYING EVERY LUNCHTIME"

Wi-Fi and online options are so simple and seamless, it's like we're all playing on the same console.

So, despite the odd niggles, we know full well that we'll be playing *Mario Kart DS* every lunchtime for the next six months, and that is the sign of a great handheld game. Ladies and gentlemen, Nintendo has entered the online world, and it's here to stay.

CHANDRA

ULTIMATE LINE-UP

CUP: BANANA

Track: Baby Park

Original Platform: GameCube

Description: Short and sweet. It's always been that way but the change of pace is always refreshing at the end of the Grand Prix.

SCORE: 3

CUP: LEAF

Track: Koopa Beach 2

Original Platform: SNES

Description: This track fails a bit better than the other SNES lifts. Once again the music is great, but the water adds an element of fun.

SCORE: 2

CUP: LEAF

Track: Choco Mountain

Original Platform: N64

Description: Again, this is one of the tracks that we weren't too enamoured with in the first place. It's okay, but nothing more.

SCORE: 2

CUP: LEAF

Track: Luigi Circuit

Original Platform: GBA

Description: On a par with the GBA's Peach Circuit. The puddles make you slide out but there's nothing else interesting.

SCORE: 2

CUP: LEAF

Track: Mushroom Bridge

Original Platform: GameCube

Description: 3

Score: The main draws of this track (the short-cut after the starting line and the sides of the bridge) have been taken out.

Outrageous!

SCORE:

SCORE MISSING!

CUP: LIGHTNING

Track: Choco Island 2

Original Platform: SNES

Description: Our favourite SNES lift of the lot. Loads of bumps and pools of mud everywhere. Definitely the most exciting of the SNES bunch.

SCORE: 3

CUP: LIGHTNING

Track: Banshee Boardwalk 2

Original Platform: N64

Description: Good fun actually, but we've never understood why the Boos don't steal your weapons if they hit you...

SCORE: 3

CUP: LIGHTNING

Track: Sky Garden

Original Platform: GBA

Description: Good stuff, and proof that flat doesn't have to be boring. Good short-cuts, but really forgettable music.

SCORE: 4

CUP: LIGHTNING

Track: Yoshi Circuit

Original Platform: GameCube

Description: One of our favourites from *Double Dash!!* and it's only missing a few hazards, so we're quite happy about this one.

SCORE: 4



HANDS ON Verdict

GRAPHICS

Fantastic, and a testament to the fact that the DS can do great 3D.

AUDIO

Crisp new tunes and well sampled re-creations of the retro classics.

FINAL SCORE

9.1



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All the hottest new titles reviewed, including the party games you must buy this Christmas!

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64 The game that every strategy RPG fan needs to play this Xmas.



KING KONG

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66 Just as addictive as reality TV. Nooo, we must not like it!

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68 This is a racing game isn't it? You could've fooled us.

FROM RUSSIA WITH LOVE

70 We had hopes for this, we really did, but they were misplaced.

CRASH RACING

72 It's no Mario Kart or Diddy Kong Racing, but, you know, it's ok.



GET IN!

Come on, you have to admit it. If there's ever a CUBE reviews

section that makes you feel proud to be a GameCube owner, this is it. It doesn't happen very often these days, admittedly, but this issue is rammed with games worthy of your savings. Anyone would think it was Christmas or something!

This month we have mostly been recommending *Battalion Wars* (nice one, Kuju, now get working on that online Revolution sequel), *Peter Jackson's King Kong* (a game that has to be experienced), *GUN* (who doesn't want to be a cowboy? It's Lewis' favourite pastime), *Fire Emblem* (superb RPG, but dammit, it's rock hard and it looks a bit naff!), and *Mario Smash Football* (insane multiplayer arcade fun).

EA has given us the usual hot and cold treatment. *The Sims 2* is great, *From Russia With Love* is rubbish and *Most Wanted* is predictably average. Well done – you've fulfilled expectations yet again. Still, there's plenty there to get excited about, and don't forget that we've got *Prince Of Persia* and *True Crime: NYC* to look forward to next issue. It's a good time to be a GameCube owner.

Chandra Nair

WHAT DOES IT ALL MEAN?

FEELING A BIT DAUNTED? HERE'S THE LOWDOWN

BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer, how many memory blocks it uses... all that kind of thing.



2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

CUBE

SCORES

WHAT'S THE SCORE BRO?

Every game gets a rating but does it really mean anything? Of course! Here's a detailed look at what we're saying in those all-important numbers...

9.0 OR ABOVE

Games scoring a 9.0 or over are worth your cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

8.5 - 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are very worthy of your attention and will keep you happy for a fair old while.

7.0 - 8.4

Yep, it's that tricky middle ground that a lot of games walk. With this sort of rating you

might want to try it if you're into that sort of thing before parting with your hard-earned money.

5.5 - 6.9

Games in this area are likely to be fundamentally flawed. Think very carefully before buying unless you're a confirmed fan of the genre/franchise/license.

0.0 - 5.4

There's a simple summing up for any game scoring under 5.5, and that's do not buy it under any circumstances. It covers a wide rating range, but be assured these are merely levels of crapness.

It's like the film, but rendered up for the game, so it's like, different, yet the same!



CUBE

INFORMATION

PETER JACKSON'S KING KONG

PUBLISHER: UBISOFT

DEVELOPER: MONTPELLIER

ORIGIN: FRANCE

GENRE: ACTION

PLAYERS: 1

MEMORY: 3 BLOCKS

STATS

- PLAY AS JACK AND KONG
- VOICE ACTING BY CAST
- SAME WORKSHOP AS MOVIE
- COMPLETE IN 6-8 HOURS



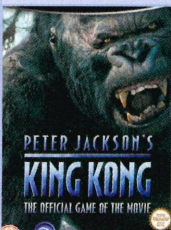
9 DEC 05



TBA



22 NOV 05



PETER JACKSON'S KING KONG

King Kong Vs The Mechanical Gameplay: Kong Wins

GET AWAY FROM HER YOU BITCH! Certain team members die because it's in the script. You do have a core team who should be protected at all times, though.



OLD MOVIES

EXTRA BONUS

Complete enough, and extra options open up. We like the chance to play the entire game in an old movie-style sepia tone. No, we don't have colour dials on our TV.

► Use fire to keep the wild things at bay. They don't like fire, lucky for you.



▲ Hardly appropriate get-up for a safari now, is it?

WHEN A GAME based on a film is described as being a 'rollercoaster of a ride', it's all action, features plenty of bangs and probably stars Martin Lawrence. Peter Jackson didn't hire the hilarious *Bad Boys II* star for the movie, instead he decided that Jack Black, Naomi Watts and Adrien Brody would better suit the serious, "I made you believe elves are hard," angle he wanted for his remake of the ape-in-love classic. *King Kong: The Official Game* is a rollercoaster, unfortunately more because it feels like you're moving through a movie on a strict track where all the surprises and hideous deaths are mapped more like loops and twists than because it keeps your heart in your mouth at all times. It's like a thrill ride for some great reasons. And it's like a thrill ride for poor ones. It's a great *King Kong* game.

This is an unusual take on how to make an experience that follows a movie, and one that relies heavily on conventions. It's a first-person adventure that doesn't feature an HUD and it's a straightforward shooter. You get to play both human and ape characters and you get to wrestle T-Rex.

As a game based on a film, *King Kong* has a very strict narrative structure. It only goes forward, and at no time do you imagine you aren't being directed through a movie. It's a movie game so we can appreciate that it has a story to tell and one that we need to mention because it's integral to understanding the game itself.

Carl Denham is an eccentric Jack Black kind of character and a filmmaker. It's 1933 New York and Carl has come into possession of a map to a previously uncharted island that somebody christened Skull. 'Sounds like a great place to make a movie', thinks Carl, and so persuades street urchin Ann Darrow, writer Jack Driscoll, and a ship full of loveable rogues to join him for an adventure. You play Jack. You don't do any script writing.

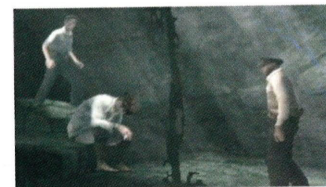
All doesn't go to plan. Everyone gets abandoned on the island, which is also inhabited by beasts. Natives too. The beasts have artificial intelligence and will devour anything including each other. Long story short: the natives kidnap Ann so they can sacrifice her to Kong. The big guy nabs her, and Jack (therefore you) gives chase.

A LITTLE HELP HERE?

LET'S WORK TOGETHER!

You're not alone on Skull Island and will often be fighting or hunting for handles with the 'help' of artificially intelligent comrades. These folk are there to get eaten and it's your job to protect them because they are none too bright in a fight. You can ask them for a weapon or check how healthy they are but they pretty much do their own thing – and that tends to involve flapping around. While the inclusion of other friendly people keeps everything in line with the film,

these characters don't actually do much more than act as background actors who occasionally supply ammo or need defending.



You can play *Kong* in widescreen, regular 4:3 ratio or 4:3 with black borders – it's a movie game, y'see. It's first-person but without any head-up display since it's designed to be as much like you're inside the movie world as possible. Sound is movie quality and visuals are digital impressions of actors. Although not all the creatures that you fight are in the Peter Jackson flick, the same artists designed them, and in the looks and sound department this is terrifyingly beautiful stuff.

Jack's mission is the same as that of the great Kong himself: to get Ann to what each considers safety. Once cut free by Denham, Jack is attacked by the locals – burning spears slice all around and you (because you're Jack) run off after Naomi Watts. So far, so extraordinarily atmospheric.

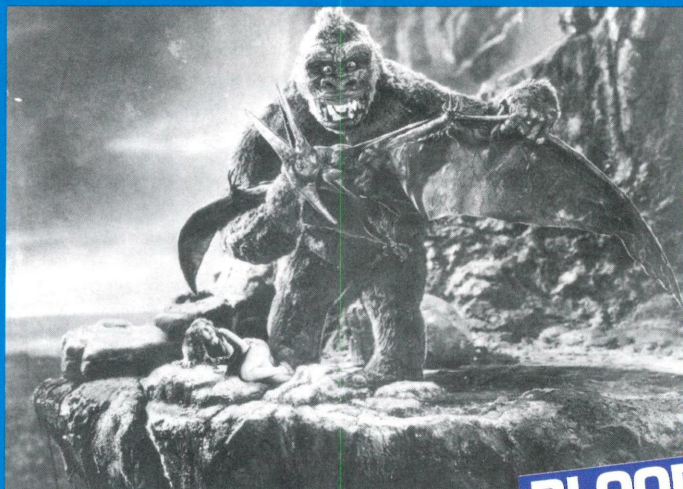
Taking spears from bodies of dead giant bats and bringing



"FULL OF EMOTION AND TERROR AND JOY AND HEROICS"

KING VS DONKEY

Without him there'd be no Donkey Kong and Mario would probably be fighting Dr Robotnik, but who would win if they had a fight? We check their abilities.



KING KONG

- Can rip the jaws of dinosaurs apart.
- Loves beautiful women
- Is as happy in the town as in the country.
- Can throw cars and tree trunks.
- Is just a misunderstood romantic lead.
- Doesn't like bi-planes.
- Trashed a bit of Manhattan.
- Loves to swing and clamber over things.
- Never eats bananas.
- Dies at the end of the game.

BLOODY ROAR

THEY SHOUT, YOU LISTEN

When Kong roars, the screen blurs away from his bellowing jaws to amplify the sound in a visual style. Great!



more creatures out of the sky breeds some genuine

feelings of being heroic. Take too much damage, and the action slows down adding to the drama, especially when the screen darkens past crimson and all you can see are teeth. Because time has slowed with all this movie drama you also get an easier time lining up a killer shot, should you have the ammunition. There's never plenty, but there's usual enough being dropped in crates at points along the route by the ship's seaplane.

Thanks to the bestial nature of the island's prehistoric animals, you can use their hunger against them. Found some flying maggot things? Skewer one on your spear – now you have a tasty lure that you can throw to attract the attention of whatever creature lurks nearby. Giant bats too

numerous to kill swarming round a rickety wooden bridge? Throw a lure at them and they'll descend on it and while it's being ripped to pieces you can get past. If a T-Rex is about to devour a surviving member of the crew or other character who you need because they survive that far in the film you can make it pause for dinner by sniping a giant bat for it to eat instead.

Since you can't kill T-Rex you can only make it angry. Once you have its attention you have to hold it and that means it chasing you through temple ruins, smashing pillars and taking quick gnashes at you. Kill a bat. Find

another hiding place. The T-Rexes are impressively realistic, being as much like the

similarly computer generated ones of the movie as you can hope. And we have high hopes. The lizard is a sight to see, and then to avoid as much as possible. They don't mess about even if you're admiring their sinister motions.

This T-Rex trickery and maggot-thing-on-spear lure are two of your skills. You can set fire to the tips of your spears to make a more painful, damaging



DONKEY KONG

- Can perform a double jump.
- Loves cartoon women in silly hats.
- Likes to live in own multicoloured universe.
- Specialises in throwing barrels.
- Has unknown intentions toward princesses.
- Loves go-karts.
- Has yet to trash The Mushroom Kingdom.
- Loves to swing and clamber over things.
- Loves bananas a bit too much.
- Will be appearing in games until well after you are dead.

AND THE BEST MONKEY IS...

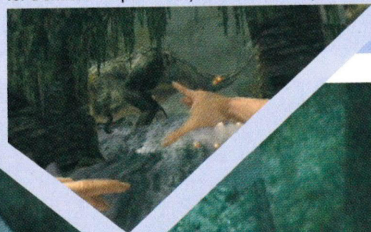
Well, it's simple isn't it? If Donkey Kong won then there would be no character for him to be based on so he would cease to exist. King Kong wins by default. Don't write in to complain. We'll ignore you, really we will. We've heard it all before.

CUBE 2ND THOUGHTS

■ As an interactive film experience, *King Kong* is fantastic. It's tense, atmospheric, crammed with millipedes, bats, crabs, dinosaurs, people with bones through their noses and giant apes and quite emotional, especially in the Kong sections. And it looks gorgeous, obviously. As a game, it's short, linear, occasionally unwieldy and repetitive, with no real challenge. Which still makes it one of the best movie-to-game adaptations so far. So if you can put up with the same two or three puzzles, monsters and items repeated for the whole game, there's plenty to enjoy, and to show off to your friends. And Hayes is much harder than you. Simple fact.

DOM

AMMUNITION LOW?: There's no HUD in *Kong*. Luckily, Jack will tell you when he's running low and you can ask for a situation report at any time with the tap of a button.



weapon. It's also great at burning away thorny, impenetrable areas that are too thick to walk through. Jack doesn't have a compass and neither do you, but then the level map is straightforward and you're never not moving – you often have to burn scrub wood and look for level handles so you can open a gate.

The atmosphere is stunning and fighting or angering giant lizards provides jumps and suspense as well as the excitement of the kill, but the path through Skull island is straight and barricaded with many repeats of the same puzzle that usually involves killing/hiding from monsters, burning bushes or looking for crank handles. It often feels like you're moving through set locations for fights in a tour of a stunningly designed set rather than existing on an island. There's only one direction to go in and that's toward Kong – the map layout shows this. And then there's Kong himself.

As the story continues he takes Ann through the jungle to his lair and on his way he has to protect her by wrestling dinosaurs. Being Kong means that you'll be able to beat, twist and bite the life out of dinosaurs that previously caused great pain. It's good to be Kong, especially when you've pulled apart the face of a monster Jack couldn't kill. Kong, like Jack, can only run toward his

crib and so off you swing. Getting through the trees is as easy as tapping a button but depicts all the weight you'd want when you're playing a mighty monkey.

The game is split into two types of level. On some you're fighting for your life with guns and spears or setting fires, looking for handles or making sure whoever's in danger gets enough time to carry out what should be doing. On others you're wrestling and moving through a straightforward map. What is paramount is how *King Kong* feels. It's got a lot of Kong. It's undoubtedly a fantastic *King Kong* game full of emotion and terror and joy and heroics. It's also let down by being as rigid and linear as a rollercoaster. You'll find that the game's small puzzles always involve getting fire to some wood that needs to be burned, or hunting around for a piece of wood needed to open a gate. It's wildness certainly isn't in its depth, but that doesn't mean that it isn't a worthwhile ride from start to finish.

We don't imagine there's much burning or handle hunting in the movie, but to be concerned over repetitive gameplay elements is to miss the tsunami of Kong atmosphere that the game has to offer. An excellent movie title, but a slightly repetitive game.

WILL

MONKEY MAULING

HE'S GOING APE

The *King Kong* fighting and exploring sections – as much as these simple maps can actually be explored – make up less than a third of the game. King Kong can climb vines, swing on branches and batter dinosaurs with chunks of wood. Getting fruity with giant ape fists does make a welcome break from the usual dinosaur shooting and stabbing that comprises the rest of

the game. Kong's moves may be simple but they are certainly a sight to behold – although he's far from impervious to damage. Fanged terror can swarm over the big guy, eating away his life force and forcing you to bash buttons until he has the strength to knock them off. Just because you're Kong and they're not, it doesn't mean that it's going to be easy.

C



“THE T-REX IS A SIGHT TO SEE, AND THEN TO AVOID AS MUCH AS POSSIBLE”

CUBE VERDICT

EXCELLENT GAME LET DOWN BY GAMEPLAY



VISUALS

The Jade engine from *BG&E* shows off even more style and charm.



AUDIO

Hook it up to a stereo and get ready to shiver.



GAMEPLAY

Two parts great, one part hunting for wooden keys.



LIFESPAN

You'll complete it in under eight hours but can replay levels.



ORIGINALITY

The Kong/Jack division of gameplay works well – the puzzles don't.

ALTERNATIVE

A much more rewarding experience also with animals, from the same developer.



BEYOND GOOD AND EVIL

Reviewed: 29

CUBE Rating: 9.4

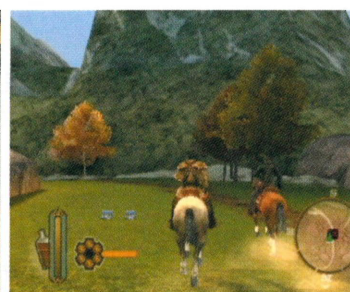
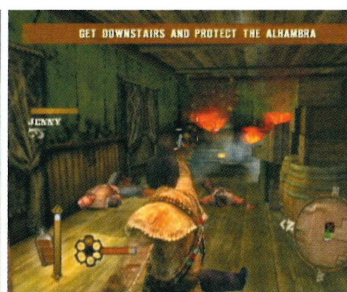
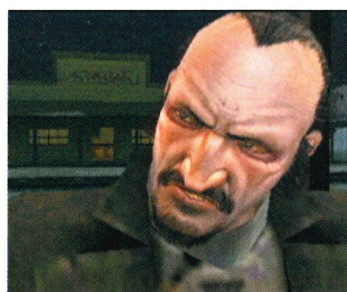
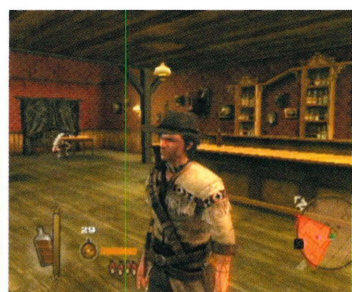
MAKE NO MISTAKE,

this is a wondrously atmospheric adventure and a signal to other developers that half-assed movie-licensed games just will not do. It looks the business, sounds divine and features some truly terrifying moments. Unfortunately, it's as linear as a rollercoaster that you can't get off and you do spend a lot of time burning grass and looking for crank handles. But none of that detracts from the environmental splendour of *King Kong*.

FINAL SCORE

80

Watch the man fall.
Never touched his
holster, never had a
chance to draw...



CUBE

INFORMATION

GUN

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 7 BLOCKS

STATS

■ BULLET TIME THAT WORKS

■ RIDE HORSES

■ PLAY CARDS

■ MOSEY AROUND



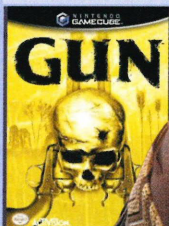
OUT NOW



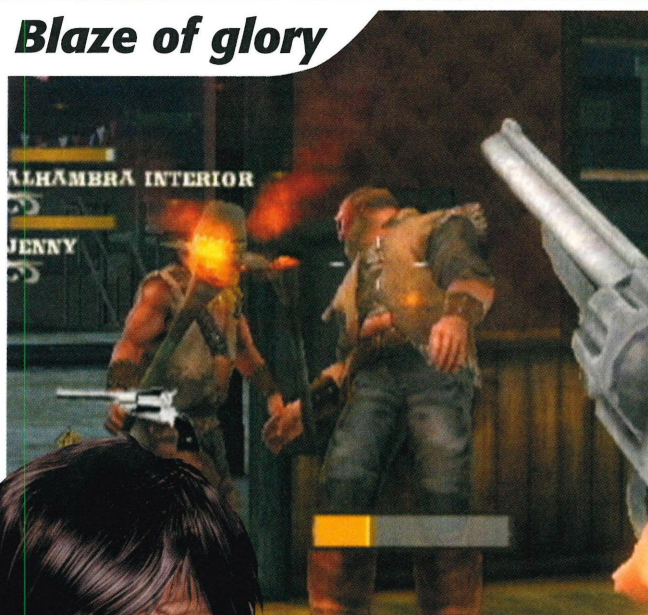
TBA



OUT NOW



Blaze of glory



GUN

Activision packs
up its game and
heads out west

HOW THE HELL has the games industry got to within a month and a half of 2006 without a single decent cowboy game to show for a quarter of a century of effort? That sorry statistic alone explains the disproportionate interest in *GUN*. It is, after all,

a totally new IP with no track record and no guarantee of anything. Even developer Neversoft is an unknown quantity in this brave new world. Grinding and ollie-ing round downtown LA is one thing. Gunfights in Dodge City and roaming the plains on horseback, quite another. This is a whole different American Wasteland.

GUN is a good, old-fashioned tale of retribution. As Missouri hunter Colton White, you're out to avenge the death of your father, killed by renegade confederate soldiers in the opening

OOH-AAH, CANTEEN-A: Your canteen contains four health-replenishing gulps of murky brown water but you need to keep topping it up.



▲ Pony trekking through a meadow – every girl's dream.

DIRTY WATER

There's not too much to moan about graphically, but the water deserves special mention for being utterly and completely rubbish. Here we see Colton observing it closely. He agrees with us.

◀ Nobody shoots up a pub in my town! Well, no one except me.

▶ That's Jenny. She's hot. Hooooo-eeee, yes sirree. I like me some o' that!



sequence. It's a classic spaghetti western set-up offering a passing nod to *The Outlaw Josey Wales*. After the attack, your father's dying-breath tip-off leads you to a Dodge whorehouse and a girl who points you on the path to bloody vengeance.

Having been saddled (pun alert) with the billing of 'GTA in the Wild West', *GUN* has a lot to live up to and at first seems constricted. Don't be put off though. This is no simple third-person run and gun, and soon opens out into the sprawling adventure we'd tentatively hoped for.

Essential to *GUN*'s ongoing appeal is the strength and conviction of the narrative. The story is fairly simple but packs in numerous twists. There are some surprising and even shocking moments along the way that make this a more engrossing experience than early impressions suggest. It's great to see a script with the bottle to defy convention. Just when you think you're being led down cliché cul-de-sac, Neversoft flips you the bird and sends things spinning in an entirely unforeseen direction.

Between missions the game prompts you to move to the next story section but

side missions are also available. These come in various flavours and their importance shouldn't be underestimated. Unlike *GTA*, for example, you don't get any cash money for completing story missions, and in the Wild West, cash money talks. Specifically, it talks about bigger, better, more powerful guns, and in the Wild West only big, powerful guns talk louder than cash money.

You don't actually buy new weapons, but acquire them along the way either from grateful allies or vanquished ne'er-do-wells. However, shops in the two main cities of Dodge and Empire as well as an Indian trading post out in the Badlands will flog you various odds and sods to improve performance. Barrel-boring for increased range, faster loading mechanisms and increased ammo capacity can all be purchased with the fruits of your side mission toil. Additional items such as increased health, a pickaxe (for mining gold) and a scalping knife can also be bought.

To afford such little luxuries you will need to find gainful employment. Herding cows out on the ranch pays well,

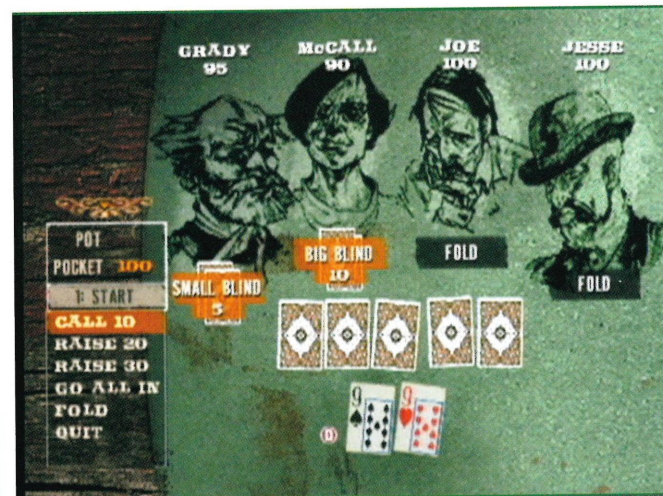
MY MIND ON MY MONEY

... AND MY MONEY ON MY MIND

The Wild West is a land of opportunity and there's a pile of money to be made if you talk to the right people. The sheriff in Dodge is real slacker and will happily pay you to keep an eye on things while he pones off to do something else. If you the open air is more your style, there's a ranch out in the hills where you can earn extra cash driving cattle and busting rustlers. Head over to Empire and do a little dirty work for the federal marshal. Also keep an eye open for outlaws on the

loose but don't get too trigger happy – they're worth more if you can bring them in alive.

Most profitable of all though are poker tournaments. Once you've sussed out the rules to Texas Hold 'Em (if you don't know them already) you can clean up big time. In fact it's quite scary how addictive playing cards with a bunch of fictitious card sharps can actually be, and how much it's possible to enjoy taking their virtual money.



but if that's not violent enough you can always get yourself deputised and go bust some bandits in town. Pony Express (courier) assignments and various other tasks also help to accumulate some green, as does checking out the Wanted posters pinned up around town if you fancy some bounty hunting.

A balance is maintained with story missions opening up new side quests so you can't just do dozens of side missions until you're a double-hard bastard then breeze straight through the game. Successful progress also levels up your character in key areas, giving increased health, horsemanship, melee ability, weapon accuracy and, most importantly, Quickdraw – *GUN*'s version of bullet time. Suppress those sighs a moment because this is a key element to the game that makes combat unique and much more rewarding than many games of this ilk.

There are five ranged weapon types. Shotguns for maximum spread damage at close quarters, rifles for picking off targets at medium distance, sharpshooters for sniping and the trusty bow and arrow for silent kills. All these

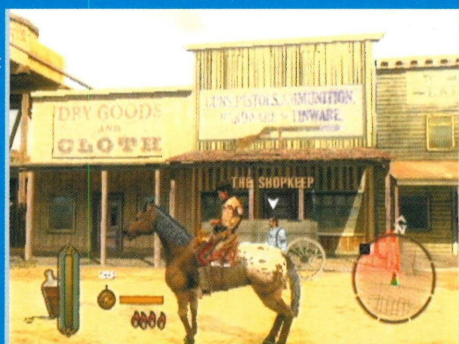


INJUN GIVER

DIFFERENT TRADERS OFFER DIFFERENT ITEMS FOR SALE. HERE'S WHERE TO FIND WHAT...

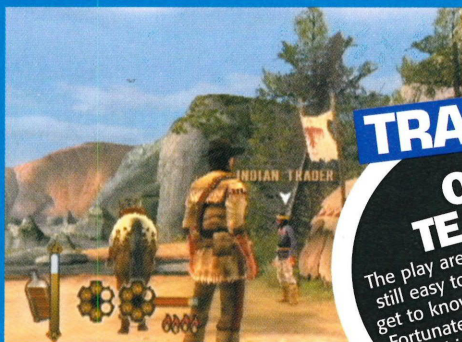
DODGE CITY

Scalping Knife: Simple really. Enables you to do unpleasant things to people you've shot.
Extra Health Slot: Increases the amount of gulps your canteen can hold.
Shotgun Speedloader: Pump that buckshot quicker.
Pistol Speedloader: Spend less time loadin' and more time unloadin'!
Heavy Cylinder Boring Kit: Increases the power of your shootin' iron.



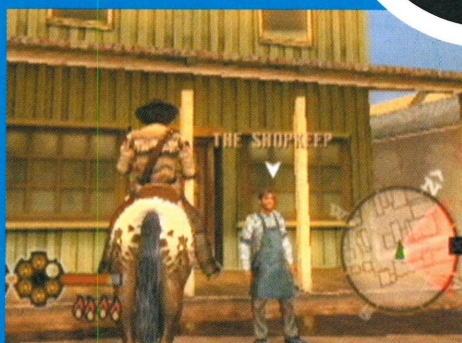
INDIAN TRADER

Hatchet Sharpener: Increases the damage inflicted by the hatchet in melee combat.
Shotgun Barrel Choke: Boosts the power of your shotgun.
Premium Arrow Fletching: Allows you to shoot arrows faster and further.
Quality Arrow Heads: Increases the damage inflicted by arrows.
Medicine Herbs: Extends the time you're able to spend in Quickdraw mode.



EMPIRE

Extra Dynamite Slot: Enables you to carry more dynamite.
Shotgun Ammo Belt: Carry more shotgun shells.
Rifle Speed Loader: Go on, take a guess.
Barrel Extension: Increases the rifle's stopping power.
Quality Horseshoes: Enables your horse to sprint for longer.



require ammunition. However, your good old six-shooter is your best friend.

Sidearm ammo is unlimited but mastery of Quickdraw is the secret to success. It's extremely simple yet hugely effective and highly satisfying to use.

Whenever you're confronted by multiple enemies a quick tap of the **Q** button activates Quickdraw and the view shifts to a first person perspective with time slowing to a crawl. Flicking the control stick left or right instantly selects a target, you can fine tune your aim with the C-stick and drop your adversaries with a few satisfying squeezes of the trigger. Not only does this enable you to take down multiple bad guys in one go, but you also feel pretty cool while you're at it.

You can only remain in Quickdraw mode as long an onscreen meter lasts and this is replenished with kills, headshots, melee takedowns and so on as per

current fashion. The difference here is that it's a fundamental game mechanic and ensures that even in the heat of a shoot-out you're always in control of your own destiny. The basic six-shooter is a bit wimpy but when you start using Quickdraw with dual Peacemakers you'll feel like one truly badass sumbitch!

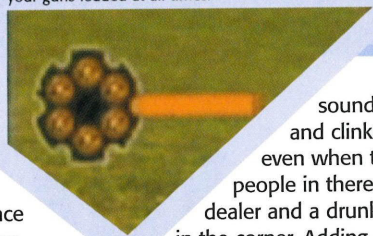
Obviously, being a Wild West game, riding horseback plays a big part. Horses get you about quicker and can also trample enemies, charge down obstacles and leap fences. Weapons can be drawn while in the saddle and although it's a bit trickier to hit the target it's worth making the effort as you're invulnerable. Instead the horse takes damage but will heal up after a few seconds if you can get out of trouble. Likewise you can spur them to run faster but digging your heels in too much will kill them. New horses can always be found milling about but it would be nice if you were able to develop some sort of emotional contact with your steed, perhaps give it a name

TRAIL OF TEARS

The play area isn't vast but it's still easy to get lost until you get to know the various trails. Fortunately you have a map to which you will refer a lot early on.



LOAD 'EM, COWBOY: Nineteenth century boomsticks are clumsy and slow to reload in a pinch so try to keep all your guns loaded at all times.



and level up its stats. As it is, they're nothing more than a disposable resource.

In fact, it's the personal side of *GUN* that's most disappointing. Since the story is totally linear there are no choices to make, moral or otherwise; you can't customise your look and there's very little to be gained from exploring. A few Easter eggs knocking about wouldn't have gone amiss, but unfortunately exploration goes unrewarded bar the odd seam of gold (10 bucks a time). The other main criticism is of the lack of life in the two towns. Dodge and Empire are like ghost towns when they should be bustling with people. The saloon bar in Dodge and is filled with the ambient

sound of chatter and clinking glasses even when the only people in there are the card dealer and a drunk guy asleep in the corner. Adding a population would have given some much needed vibrancy and provided a contrast to the loneliness of the trail.

The only further real criticism is that the map could have been bigger. It currently provides a nice environment with plenty of variety packed into a deceptively small area. There's the problem of invisible walls and the water is very naff, but other than that it's the perfect playground for rootin' and tootin' to your heart's content.

MILES

CUBE 2ND THOUGHTS

■ Oh, it's good, just not as good as it should be. *GUN*'s hardcore take on the Wild West features some great characters, excellent dialogue and one darned pretty horse but it is let down by missions that rely heavily on performing the same tasks and end the instant something bad happens – with no explanation, just 'game over'. The gunplay is similarly disjointed with far too many characters taking so many bullets that you are reloading, shooting, reloading, shooting, reloading, shooting and they still don't die. Could have been awesome. Go figure.

WILL

◀ You can grab people and kill them for no reason, if you want to.

▶ Following the railroad is a good way to avoid getting lost.

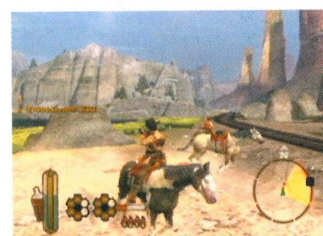


FIGHT, FIGHT...

...WHEREVER YOU MAY BE



As you might guess from the title, this is a game very much focused around gunplay and Neversoft has done a great job of keeping things simple and intuitive. Aiming is pretty forgiving which cuts down on the frustration factor. You can quickly swap between weapons by holding left on the D-pad and flicking a direction on the C-stick (up for rifle, down for shotgun, left for sharpshooter and right for bow). Quickdraw mode is the coolest though, and you feel totally Clint



Eastwood taking down four or five bad guys one after the other as they desperately fumble for their guns.

C

"IT'S GREAT TO SEE A SCRIPT WITH THE BOTTLE TO DEFY CONVENTION"

CUBE VERDICT

I WANNA BE A COWBOY, BABY



VISUALS

Varied scenery but the towns are too empty.



AUDIO

Cool ambient western music.



GAMEPLAY

It's tight and engrossing with plenty of variety.



LIFESPAN

The sort of game you'll play through more than once.



ORIGINALITY

Grand Theft Auto plus cowboys. Well, almost.

ALTERNATIVE

It's fiddly, didn't come out on GameCube and is too linear, but it is about cowboys.



RED DEAD REVOLVER

Reviewed: N/A

CUBE Rating: N/A

AFTER A SLOW

start, this is the Wild West game you've been waiting for. All the staples of the genre are here, the story is well-paced and perfectly executed, the characters are well constructed and the gameplay is as tight as a cowpoke's boots. Time to saddle up and hit the trail, pard'ner. At last here's a cowboy game worth sticking up a stagecoach for!

FINAL SCORE

8.8

There's some great FMV in the game. Check out the DVD for an example.



Ten...tion!

BATTALION WARS

CUBE

INFORMATION

BATTALION WARS

PUBLISHER: NINTENDO

DEVELOPER: KUJU

ORIGIN: UK

GENRE: ACTION RTS

PLAYERS: 1

MEMORY: 2 BLOCKS

STATS

■ WIDESCREEN/480P SUPPORT

■ DECENT AI

■ OVER 20 MISSIONS

■ TONS OF WEAPONS



9 DEC 05

Q1 06

OUT NOW



CUBE
STAR
GAME

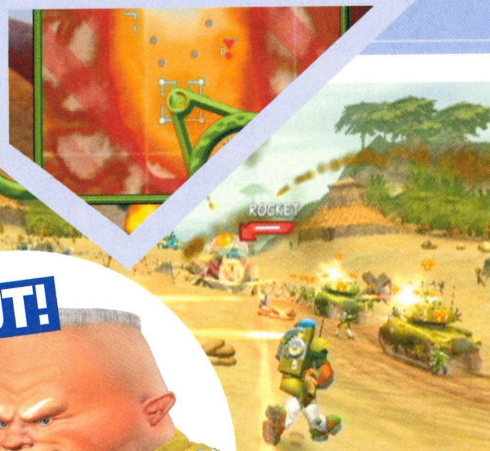
Proof that war can be hella fun!

POOR KUJU ENTERTAINMENT. The London-based team must have had a tough few years since Nintendo announced this *Advance Wars* collaboration. The E3 playable demo couldn't have helped much either, offering as it did an extremely basic interpretation of the much-loved real-time strategy series. In a perfect world we'd just trust Nintendo's ability to choose a suitable developer but that's hard to do coming off the double whammy of *StarFox Assault* and *Geist...* and so Kuju has ended up getting a whole load of the stick that should have been directed toward Namco and N-Space. It turns out, though, that *Battalion Wars* as it is now is actually very close to the original concept that Kuju presented to Nintendo years ago (check out this month's CUBE TV for some revealing interviews), and the result is one of the most successful collaborations in Nintendo's history.

Battalion Wars takes place in a fictional world occupied by four global



READ UP! You can plan your attacks by studying the map screen and seeing where the enemy troops are hiding.



TEN-HUT!

LISTEN UP

Your orders in the game come from either Brigadier Betty, Colonel Austin or, this most attractive of men, General Herman.

◀ The Battlestation is Kuju's equivalent of the Deathstar. Apart from being green, of course.

► Earlier missions are relatively quiet affairs but things soon get hectic later on.

▲ We'll fight them on the beaches... so there!

superpowers: the Western Frontier, the Tundran Territories, the Xylvanians and the Sol (which quite blatantly works out as the US, Russia, Germany and Japan). You assume the role of a commander in the Western Frontier, a nation that's at war with Tundra. The game follows a twisting storyline of deception, betrayal and general 'oh no, evil hath conquered but it'll be alright in the end 'cos everyone knows evil doesn't pay' kind of thing. The storyline and main characters are heavily influenced by Nintendo but that's quite all right with us, because it's enough to keep you interested while not being overly heavy.

Kuju has managed to keep the controls for the game really simple, which is quite an accomplishment given the number of troops you control. At any one time you directly manage one unit in the third person. Your energy bar is in the bottom left and your radar is on the top left; **L** locks you onto the nearest enemy, ally or item, while **R** lets you look around. **B** makes your unit jump (obviously **B** does nothing if you're controlling a tank or a jet... tanks can't jump, no matter

what the bloke down the pub says) or perform a combat roll if you're locked onto something. The **Z** button allows you to jump into the boots of any battalion member you've targeted. Last for the moment is **A**, which is your fire button.

In its most basic form *Battalion Wars* is an action shooter – you can run about taking out enemy soldiers and tanks to your heart's content. Of course, there's much more to the game than that. Being a Commander, it's your job to take orders from Brigadier Betty, General Herman and Colonel Austin, and complete your mission by using the various skills of the troops under your command. The joy of this game is its depth and you can go about your objectives in any number of different ways. First things first though: you need to know how to control your troops. The **S** button is your call to arms. Press it once to rally your troops around you; then press it again to put them into standby. They will react to your commands instantly, wherever on the field they may be, and if they're quite a distance away then they'll make their way towards you, using the shortest

WE NEED A DOCTOR!

WE'VE LOST HIM, SIR...

Every soldier or unit has an energy bar, and once that energy is depleted that unit is lost for the purposes of that mission. Depending on the nature of your mission you'll see the Game Over sign when you lose specific units. If your job is to raise your flag in an enemy outpost you'll fail the mission if you lose all your Light Infantry. Similarly, you'll fail a tank-based mission if you lose all your tanks, even if you do have some Light Infantry left.

Thankfully, you can heal your troops on the field. Every soldier you kill will drop a medikit that you can collect by simply walking over, and that replenishes some of your soldiers' energy. You don't even have to tell your troops to do this – if they need a medikit they'll go and get it. Light recon, tanks and other machinery have to pick up repair kits, which are dropped by other machinery once they are defeated.



route possible. 'Active' units are denoted by a green arrow above their heads. Once they're in this mode they can be commanded using the **S** button, and this is where the game becomes as simple or complex as you want to make it...

Unit types are represented by an icon at the bottom of the screen. Every different type of unit (Bazooka Veteran, Flamer, Light Recon and so on) has its own icon and there's a star symbol that represents the whole battalion – so if you want to tell your entire group to wake up and attack something, you simply highlight the star icon (normally highlighted by default), press **S** to get them active and then **S** to make them attack... and they'll attack whatever you've locked onto. Incidentally, whenever you target an enemy or an item its name will appear above the target sights. Even at a distance you'll know what's coming. Failing that you can always bring up the map and >>>

"YOU'LL FIND YOURSELF MUTTERING THINGS LIKE 'GOOD JOB, MEN'"

GRUNTS TO GUNSHIPS

COME ON IN AND MEET THE GANG

GRUNTS

Good old grunts. You can always rely on them to get in there and take out Light Infantry.

MACHINE-GUNNERS

With an increased rate of fire these guys are more useful against Light Recon.

FLAMERS

Fantastic for taking out Light Infantry in one fell swoop. Watch their energy bars disappear!

BAZOOKA VETS

Perfect for taking out tanks and gun towers from a distance. Combat roll, then fire.

ROCKET LAUNCHERS

With a group of these guys locked onto a Gunship there really is no contest.

LIGHT/HEAVY RECON

Great for scouting out the enemy camps because they're quick enough to dart in and out.

LIGHT/HEAVY TANKS

Invulnerable to light fire. Send these guys in to take care of other tanks and Gun Towers.

ANTI-AIR ARTILLERY

Mobile missile launchers. They have a slow rate of fire but their ammo is devastating.

GUNSHIPS

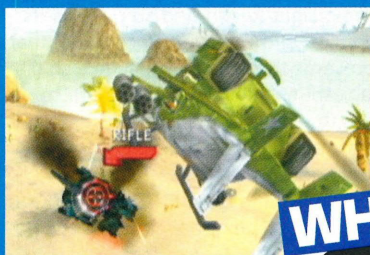
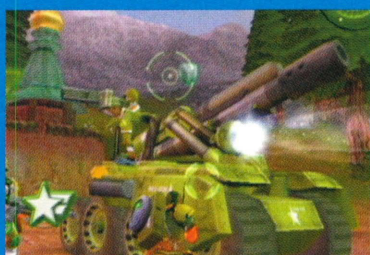
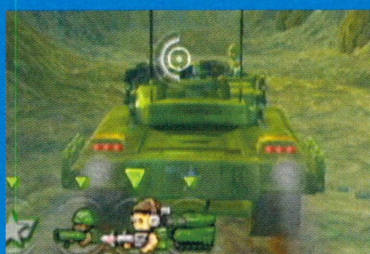
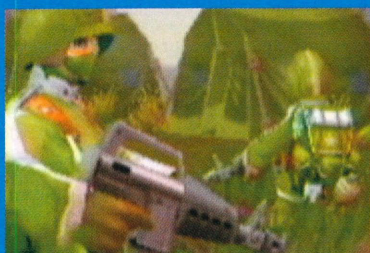
Airborne battle choppers that can fire off five rockets at a time. Ideal for air-to-ground combat.

JETS

Quick and accurate, but more suitable for air-to-air combat than anything else.

BOMBERS

Slow and cumbersome, but their payload will make short work of any enemy outposts.



scout the area so you know exactly what the enemy is getting up to and plan in advance.

That's the most basic level of command: just bundle everyone in there. Sometimes that really is the best option, but most of the time it isn't. Say, for example, you're approaching a group of enemy Bazooka Veterans: if you send everyone in there your Light Tanks are going to take major damage. Light Infantry however, can run in, dodge the bazookas and pop some rounds into them before they've had a chance to reload. And so we come to the next level of command. By tapping the C-stick left and right you can highlight certain unit types and command them separately. You might want to send your Light Infantry to take out the Bazooka Veterans and send your Light Tanks to take out a Gun Tower over on the right. Alternatively, you can just keep your Light Tanks safe by telling them to stand by while you



charge in and do some damage.

Finally, we come to the method that puts you in complete control: you can take everything a step further by controlling particular members of any unit type. As well as using the C-stick to highlight unit types you can also tap it up, thus expanding the icon to show every individual unit and their energy bars. You can tell each member to go after specific enemies. Taking things a little further, you can place soldiers in specific places and put them on

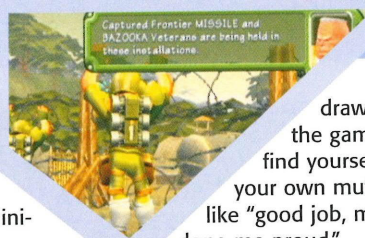


WHAT'S THAT?
NOTHING, SIR...

Your troops are constantly muttering away to themselves like raving loonies. Luckily, war psychology doesn't actually come into it.



FREE STUFF: Each Campaign has a bonus mission where you get to play as the enemy.



standby if you want to set up a strategic ambush. Some missions see you protecting a stronghold, and you might want to stick a few men behind the mini-guns in the bunkers. Why are we telling you all this? Well, because Kuju has obviously spent a painstaking amount of time getting this system to work and the results are nigh-on perfect. Everything works smoothly and your battalion really is a joy to command.

As good as the command system is, none of it would work without decent artificial intelligence. Thankfully, Kuju has skilfully handled that side of things as well. When your troops are active they'll follow you around – if you decide to walk through a wooded area that's too dense for your tanks to get through they'll wait until you emerge and get to your location using another route. If enemies ambush you it's not a case of 'erm, we'll just sit here until you command us' – They'll attack intelligently until you tell them to do otherwise. Similarly, if you command a unit and they kill their target they'll immediately attack the nearest enemy. You can also use this system to set up

CUBE 2ND THOUGHTS

■ Miles always picks the most annoying moments. I'm up to my arms in Retro and the monkey wants me to go on about *Battalion Wars*. Fortunately, he's caught me in a pretty good mood, and being able to write about something as great as Kuju's game makes it all the more sweet. It's had a somewhat tumultuous development period, but it features some wonderfully designed levels, some superb visuals and is cuter than a barrel of Lizzes. Ok, so *Advance Wars* purists will no doubt sneer their noses at Kuju's recent effort, but shame on them. This is by far one of the most enjoyable titles we've played for some time. Now, back to that Retro...

DARRAN

draws you into the game, and you'll find yourself sat on your own muttering things like "good job, men, you've done me proud."

Whether or not you're into your strategy, after a few hours with *Battalion Wars* you'll be planning attacks and strategies in your head. The problem with this is that by the end of it you might find that you've outgrown it. With all the control you have over individual members, we ended up wishing that there were more missions that really made use of that control. We want more ambush opportunities, the ability to properly hide in some bushes and to be able to command troops from the map screen. It's your own fault, Kuju... you've

done such a good job that we can't help but think about what we want from the next game. That said, there is one area where the game is completely lacking, and that's the multiplayer and online options. This game is screaming for an

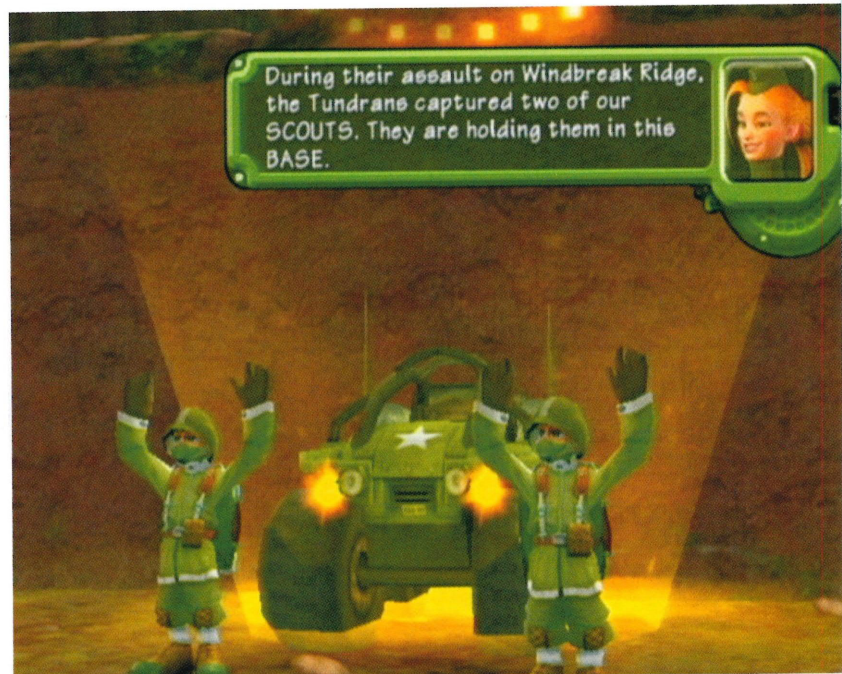
"A GREAT COMBINATION OF FACE-IN-THE-MUD ACTION AND ON-THE-FLY STRATEGY"

ambushes. If an enemy tank is patrolling, you can place some Bazooka Vets in nearby undergrowth and put them on standby. You can then go off and do something else safe in the knowledge that when the tank passes by they'll attack and then wait there until you call them. The level of the AI

online mode, and come the Revolution, we know this will be a major part of the game.

As it stands though, *Battalion Wars* offers in excess of 20 missions as well as a number of bonus missions that are unlockable by achieving a certain grade average. You'll find yourself going back over every mission in order to increase your score, and enjoying every second. With *Battalion Wars* Kuju Entertainment and Nintendo have created the perfect combination of face-in-the-mud action and on-the-fly strategy. We await the inevitable Revolution sequel with strategy books at the ready. Now get your sorry asses out there and get yourself a slice of the action! Company... DISMISSED!

CHANDRA



CUBE VERDICT

ACCESSIBLE REAL-TIME STRATEGY WARFARE



VISUALS

Massive levels with tons of detail and ambush options.



AUDIO

Great radio chatter with some hilarious troop-mumbling.



GAMEPLAY

You'll be hooked after a few levels and won't want to put it down.



LIFESPAN

You'll replay the levels, but the lack of multiplayer and online is painful.



ORIGINALITY

Other games have done this kind of thing but never as well as this.

ALTERNATIVE

Control various vehicles and personnel in order to save England from dragons.



REIGN OF FIRE

Reviewed: 13

CUBE Rating: 8.0

WE HONESTLY CAN'T

think of a single person who wouldn't enjoy *Battalion Wars*. You are brilliantly eased into the action so that if anything, it's the hardcore strategy nuts out there who are the ones that might dismiss this game for being too simple. Things soon begin to heat up, though, and in next to no time at all you'll find yourself commanding your men like a pro.

FINAL SCORE

9.0

Mario versus Luigi. No teaming up here as the Bros try to break each other's legs. Mario wins!



Mario scores

▼ Luigi enjoyed *Shaolin Soccer* – he gave it four bags of fun out of five.



MARIO SMASH

CUBE

INFORMATION

MARIO SMASH FOOTBALL

PUBLISHER:	NINTENDO
DEVELOPER:	NEXT LEVEL
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-4
MEMORY:	20 BLOCKS

STATS

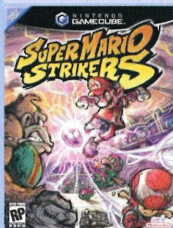
- UNLOCKABLE CHARACTER
- HYPER SHOTS
- PEACH LOOKING FIT
- HEY, SO IS DAISY



OUT NOW

JAN 06

DEC 05



Sod FIFA and Pro Evo – this is football

With *Zelda* being yanked away for last-minute gameplay twiddling, Nintendo was bereft of a sure-fire Christmas hit. It still is but *Mario Smash Football* should shift a load of units on this continent while *Mario Baseball* does the business in the US. It's probably best if everyone ignores *DDR: Mario Mix* – there's only so much of the red-capped little twonk you can take.

Thankfully, in *Mario Smash Football* the more irritating aspects of the Mario

characters are kept to a minimum. Maybe it's the fact that there are only two big characters on the pitch at once but there's none of that skin-crawling Mario-ness you'd usually have. Instead, you have a fast-paced kick-about that does more for arcade football than *FIFA Street* ever even hinted at.

One of the nicer things about *Smash Football* is that there doesn't seem to be a story. Don't think it's laziness on the developer's part, because what

possible excuse could there be for Mario and co all suddenly being football gods? And there's none of the nonsense from the *Mario Party* games (the sun and the moon falling out over who holds the best parties? Jeez).

As you may know, *Smash Football* is made by Canadians. Canada isn't really known for its preoccupation with footy; Canadians prefer seeing people on ice, skating about and smashing pucks against teeth in a violent orgy of blood

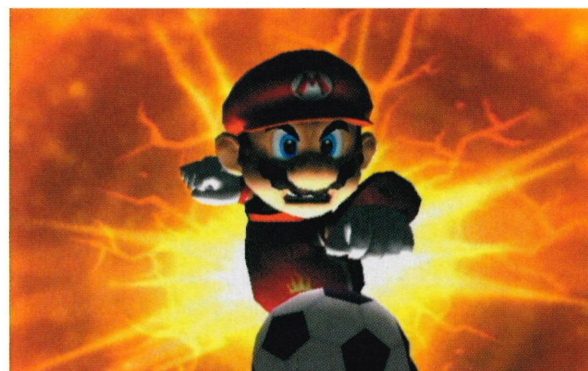
BRAGGING RIGHTS

IT MEANS YOU GET THE RIGHT TO BRAG

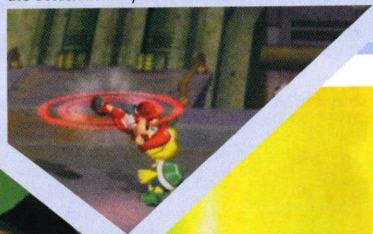
There are two versions of the Hyper Shots – one of them might not go in but the other one will. With each successful execution of a Hyper Shot you are treated to a rather nifty animation featuring your captain powering up and unleashing his or her extra-special foot magic. However, if you manage to stop the swing-o-meter in the tiny green areas this animation lasts a bit longer.

This, we were assured by the developer, constitutes extra bragging rights. But we're a bit different from Canadians and all it brought on was lots of foul-mouthed swearing, from both sides. Terrible words about each others' skills and how spaccery the opponents hands were. Miles was even accused of button mashing. (He totally was.)

Unfortunately, there's only really one animation per captain and after you've seen it a couple of times in a match it gets a bit samey. You can turn them off in the options but then you won't get the extra point for the Hyper Goal, which, due to the slightly random nature of the game (when some obvious goals just won't go in) is a real God-send when you're trailing behind on points.



HOOF IT: Mario and chums really throw themselves into the game, pulling off all sorts of trick shots including the occasional bicycle kick.



▲ Donkey Kong is bigger than Jesus, but then so is Tim. Jesus was six feet tall, Tim's 6'4".

EVIL

TOAD STOOL

Look at the nasty smirk on Toad's face. You just know he's going to be diving in with both feet first. "What? He jumped!" Dirty player, that Toadstool!



CUBE

2ND THOUGHTS

■ When news of this little fella first seeped out of Nintendo it was met with healthy scepticism, but we were more enthusiastic when Tim came back from visiting the developers in Canada last month all full of praise. And lo, it turns out to be a fun multiplayer kickabout. It won't keep you hooked for long and it lacks depth but it's a decent party piece.

MILES

FOOTBALL

on frozen water. And it shows. *Smash Football* plays a bit like ice hockey, with all its passing play and curved walls to keep the ball moving. The action is non-stop and with two tackle buttons there's a lot of possession swapping going on.

Like all football games it's about creating space and getting the ball in the back of the net. You can pass with **A** or hold down **B** to lob, hiving the ball in the air. Get the timing right with whoever's receiving it and you'll get the perfect pass as indicated by the green tail the ball leaves behind. Do it better and time slows so you can execute a spectacular shot – usually a bicycle kick.

It's actually difficult to score. The Kremlin goalies are proverbial Petr Cechs (Chelsea's goalie, Miles says he's awesome), grabbing flaming balls out of the air and even coming out of the box to whack it upfield. You don't want to get too close – they're likely to boff you on the head. So the best way to score is to get off a few Hyper Shots. Only your captain can do these so keep passing to him in the hope you can get enough time to charge one up before a Toad headbutts you in the small of the back.

If you get an opportunity to have a go at a Hyper Shot a swing-o-meter pops up and you have to stop it on the two green areas to pull off an unstoppable

version; mess up and only land it in the yellow and you'll still do the Hyper Shot but the chances of it going in are reduced. Do it right and the ball travels with such force that it'll push the goalie back over the goal line. And you score. Better than just scoring is the fact that a Hyper Shot goal is worth two points, handy if you're playing catch-up.

Obviously, just tackling players isn't Mario enough so there are weapons to unleash on your opponents' shins: Homing Red Shells, Blue Shells that freeze players, a massive Chain Chomp that knocks everyone flying, and Bowser even pops up to mix things up. Sometimes he breathes fire, other times he changes the pitch of the, er, pitch, angling it so your team has to run uphill (slowing them right down). The effects don't last too long but are completely random, so it's always a nasty surprise when Bowser appears.

There are enough modes and cups to keep you busy and a secret character to unlock – it's not who you're thinking, it's a totally new one. See, now you're intrigued. Multiplayer is great fun with manic passing, shooting, hacking and shelling, even if this does make it difficult to follow the ball. If only real football was like this.

TIM

**"DOES MORE FOR
ARCADE FOOTBALL THAN
FIFA STREET EVER DID"**

CUBE VERDICT

A GAME OF ONE HALF



VISUALS

They perfectly capture the essence of Mario and chums playing footy.



AUDIO

Sounds like a football chant's going on, and the spot effects are great.



GAMEPLAY

Easy to pick up and quite easy to mash to a victory.



LIFESPAN

Some of the later cups are pretty difficult – plus the two-player stuff.



ORIGINALITY

From the maker of *Sega Soccer Slam*. Like that but with Mario characters.

ALTERNATIVE

It's a lot older but a lot better apparently, but then Mart scores everything high.



SEGA SOCCER SLAM

Reviewed: 11

CUBE Rating: 9.0

MARIO SMASH FOOTBALL does play a decent game of arcade footy plus it has all of your favourite Mario characters – who all, fortunately, avoid being their stereotypical annoying selves. Obviously, this is a tad on the shallow side but who wants stats and figures when all you're looking for is a bit of a frantic kick-about? This has loads of challenges and cups to compete in as well as the Hyper Shot which adds extra competition to the proceedings.

FINAL SCORE

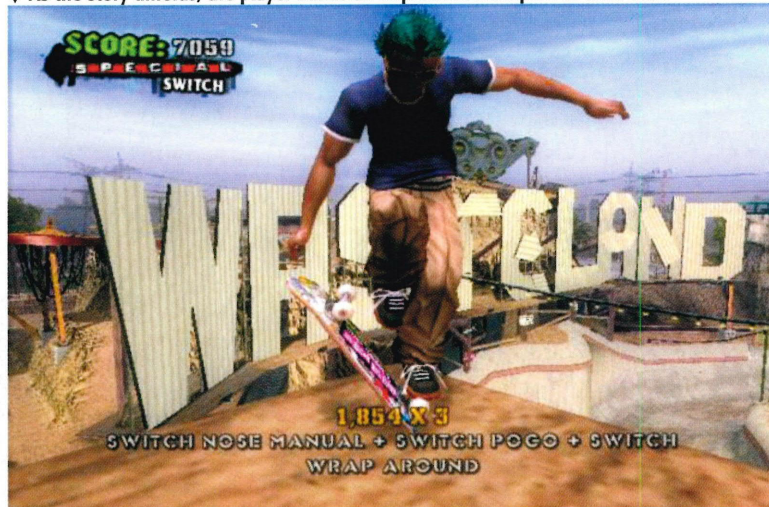
8.0

You can leap around the place like a nutter, tricking on everything in sight.



Chairman Of The Board

▼ As the story unfolds, the player builds an impressive skatepark of their own.



TONY HAWK'S AMERICAN WASTELAND

The king of the skaters kick-flips back onto the Cube

TONY HAWK IS 37 years old. That makes him... quite old. Not decrepit, but certainly knocking on a wee bit. Hell, he's almost as old as Miles, only he happens to be ten times better on a skateboard. He's been a legend not only in the world of skateboarding but also that of videogames (Tony, not Miles) and it isn't

surprising that, over the six years he's been starring in games, he's become a bit long in the tooth. The time may be coming when Grandpa Hawk has to step aside to allow some younger blood through. However, the venerable old fella isn't done yet and, having successfully reinvented the franchise with *THUG*

(where Neversoft took Tony out of the skateparks and into the cities), he's back for another crack at gaming glory.

Expectation is probably higher than it has ever been – with talk of a huge, free roaming city, side challenges, a Story mode and much more. Perhaps it's unfair to hold Neversoft and Activision

CUBE

INFORMATION

TONY HAWK'S AMERICAN WASTELAND

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

ORIGIN: USA

PRICE: £39.99

PLAYERS: 1-2

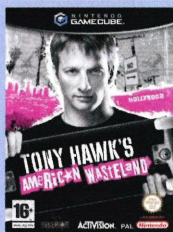
STATS

■ 1 'MASSIVE' CITY

■ 9 DIFFERENT AREAS

■ SKATEBOARDS, BMXS AND WALL RUNNING

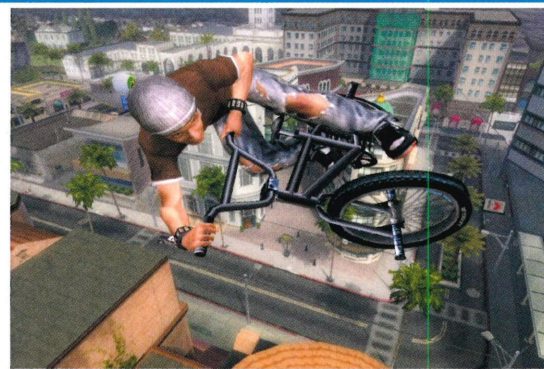
■ THOUSANDS OF CUSTOMISATION TOUCHES



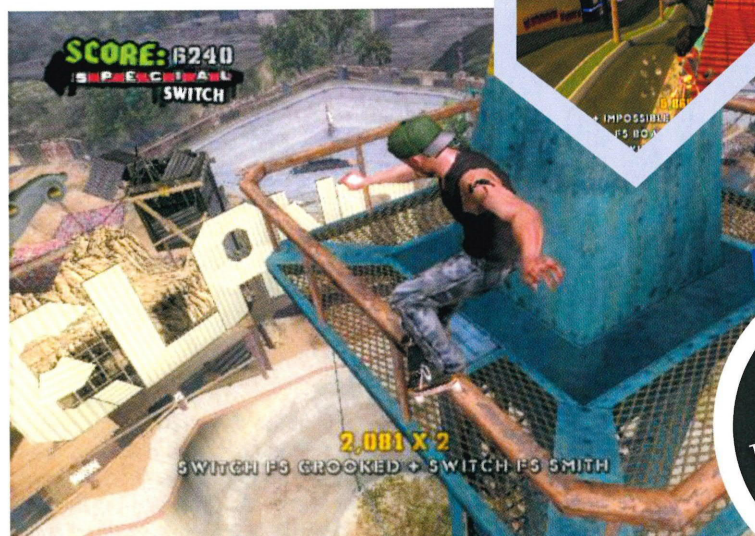
ON YER BIKE

TAKE ADVANTAGE OF THE NEW BMX ELEMENT IN THAW

The biking sections in *THAW* are very well implemented with tricks that are easy to pull off yet far from easy to master. It isn't necessary to get on the bike in order to complete the Story mode, but there are several challenges designated as bike-only. Those who are only too happy to leap onto the BMXs will find jumps and manuals fairly easy to pull off, although when compared to the wide variety of sick stunts available to skateboarders, these do seem a little on the weedy side – perhaps inevitably. However, there are certainly worse BMX games out there, and when you throw in the fact that it is possible to get off the bike and try a little wall-running as well, *Tony Hawk's American Wasteland* really does start to open up quite considerably. 



GRIND IT, BABY: If you can see it, you can grind it. This rooftop just looked kinda fun.



COP THIS

TURN TRICKS

There's a perverse pleasure to be had from pulling off tricks on police cars. Sadly, the cops don't get angry enough to chase you.



CUBE
2ND THOUGHTS

■ Having been so totally xtreme that I've forgotten how to spell since Tony first tricked his way onto the PSone, suffice to say that I'm something of a fan of American Wasteland. The bikes don't handle that well and missions themselves are still a bit silly but in terms of core gameplay, Tony has never been better. Don't even think about beating my scores though...

LUKE

▲ Fill that special meter, get into focus and start tricking!

responsible for people's expectations reaching unreasonable levels but, rightly or wrongly, *THAW* is being touted as *GTA* on a skateboard. *THUG* represented a quantum leap from the *Tony Hawk's Pro Skater* games and a similar rate of improvement is expected this time.

THAW really doesn't deliver anything new. The single, large free-roaming city is a myth – an experience delivered only on a technicality. Yes, the whole game IS played in one city but it's composed of a series of small, confined locations linked by long, boring corridors where nothing much happens. It would have been quicker to have the load times. In that respect, Uncle Tone's ripping us off.

However, just because *THAW* doesn't reinvent the wheel – or is that the skateboard? – it's no reason not to enjoy this, because what *THAW* does do is deliver one of the most enjoyable Tony Hawk experiences to date. The skateboarding is as excellent as ever, with tricks pulled off courtesy of button combos that are easy to learn but hard to master. There are huge jumps and plenty of places ideally suited for linking together massive combos, but the real variety comes courtesy of the inclusion of BMX bikes for the first time, and the chance to ditch the skateboard and engage in a bit of parkour (that's French for wall-running, fact fans). These are not fully formed games in their own right, and you'll be back on the skateboard for the majority of the game, but they provide an enjoyable diversion adding a bit of longevity to proceedings.

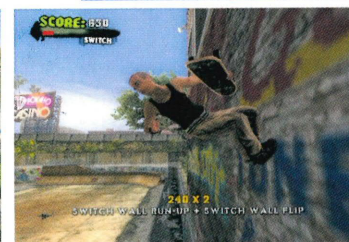
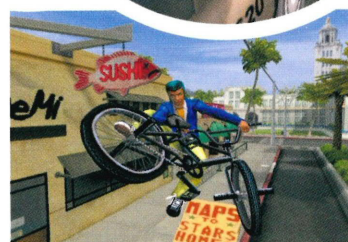
And it's longevity that *THAW* struggles with (ironic, given the veteran age of its eponymous hero). Even newcomers to

the series will find themselves sailing through Story mode in five or six hours, and the Classic mode just doesn't have a long-term appeal. Those who thought that the 'free form' gaming would bring more challenge and greater variety will be sorely disappointed by the way the game breaks down.

Basically, there is a central story with the player set challenges to unlock new areas as they go. There are also sponsor challenges, set at the skate shops, which increase player stats. Furthermore, successful money challenges result in the player earning cold hard cash. Play unravels so that Story mode is followed until the player reaches a challenge that he just can't do because his stats aren't high enough. At this stage he'll undertake sponsor challenges to max out some stats before continuing. When progress is hampered by a lack of cash, the sponsor challenges will be taken on until enough readies are available. It is linear in the extreme and unsurprisingly comes as a real disappointment from a game that promised to do so much.

This feeling of disappointment with what is actually a very good game is what makes *THAW* a very odd gaming experience. However, one thing is undeniable: the cracks are beginning to show. If Tony is to enjoy a successful outing next time, something different needs to be offered, rather than more of the same – which is what this amounts to in all honesty. Hopefully, Neversoft and Activision are listening and will be able to deliver something that ensures the Hawkster endears himself to another generation of videogamers.

MIKE



“REAL VARIETY COMES COURTESY OF THE INCLUSION OF BMXS”

CUBE VERDICT

CRACKS ARE SHOWING IN THIS DECENT SKATER



VISUALS

Looks solid enough, but the cut-scenes are still poor.



AUDIO

A rip-roaring soundtrack – crank it up a notch!



GAMEPLAY

The classic Hawk's gaming experience. Oh yes.



LIFESPAN

Far too short and can be completed very quickly and easily.



ORIGINALITY

Doesn't deliver much that THUG managed two years ago.

ALTERNATIVE

The previous game in the *Tony Hawk's* series, and hugely enjoyable to boot.



THUG2

Reviewed: 58

CUBE Rating: 9.3

TONY HAWK'S AMERICAN WASTELAND

could have been an absolute classic skate boarding game that no self-respecting gamer should be without. Unfortunately, as it is it just doesn't offer anything substantially different to the *Tony Hawk's Underground* games that have come before it. Must do better next time, Activision...

FINAL SCORE

8.2

Throw out some Pokémon, wait, select move, wait, watch move fail, wait, wait, wait...



GOD it's slow

CUBE

INFORMATION

POKÉMON XD: GOD

PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SORORITY
ORIGIN:	JAPAN
PRICE:	£39.99
PLAYERS:	1-2
MEMORY:	43 BLOCKS

STATS

- BATTLES TAKE AGES
- FEW DECENT POKÉMON
- FEELS REALLY CHILDISH
- 'FUNNY UNCLES' MAY LIKE IT



POKÉMON XD: GALE OF DARKNESS

Proof that big Pokémon just doesn't work

IT... TAKES... SO... bloody... long... to... get... through... a... battle. Excruciatingly long. Far too long to enjoy it and far too repetitive to be interesting. So long, in fact, that it makes you sad that you don't know every weakness for every Pokémon, because when you mess up or don't have the right Pokémon at the start it takes ages to swap it for another. And even before you get to swap one you have to watch your opponent's moves and your Pokémon's reactions. Worse than that though, is when a battle starts

and you have to watch all the Pokémon being thrown out, which takes ages. But the real stinker is the random battles – you've just spent the last 15 minutes getting past one and then two steps later there's another, and you were 'this' close to the item chest as well.

This is why big Pokémon doesn't work. On the GBA it's fine – you can turn off the battle animations and motor along at a fair rate, catching and levelling up as you go. You can't in *GOD*. You can't skip the animations by

stabbing at the **A** button, even mashing on the pad won't speed it up, not even holding down both shoulder buttons, flicking the **D**-stick and tapping the **Z** button works. We tried everything. In the end we put the telly on and read a magazine while occasionally pressing **A**, but that was a lot of multi-tasking so one of them had to go. Put it this way: *Pokémon* didn't win.

Why should it, though? The story isn't interesting, you're lumbered with a mute character again and everyone else in the game is insipid. *GOD!* Even *Mirror B* turns up again, and he still can't spell. Anyway here's a bit about the plot, try to stay riveted...

Cipher is back! Back making Pokémon close the doors to their hearts. Back with their Shadow Pokémon and back with XD001 (which is the Shadow Lugia that can't be purified, except it can but you don't get it until the end of the story). You're this kid who drives a scooter and lives at a Pokémon lab with his ma and sister (who's the most annoying character – probably even more annoying than a real-life little sister). And after some Cipher goons kidnap Professor Krane it's then up to you, your Eevee and whatever Shadow 'mon you snag to sort it all out.

Oi! Wake up! There's more ranting! The last saving grace you think *XD* might have would be a decent amount

▼ We hate Mirror B, always have, always will. He's worse than Tingle for *GOD's* sake!



HUMOUR?

TUMOUR, MORE LIKE

Maybe it's badly translated. Or maybe we're just not used to adult characters talking like children. But any attempt at hilarity is seriously weak.



SIBLING HATRED: Meet Jovi. Jovi likes to talk in the third person which makes it really annoying when you have to read her stupid name twice in a sentence.

JOVI: This is strange.
JOVI wonders where he



▲ Moltres, you've already caught him in *FireRed* haven't you?



CUBE 2ND THOUGHTS

■ Sure, the adventure itself is fair at best but the extras make *XD* an essential purchase for any GBA *Pokémon* fan. Catching Lugia and being able to snag the Gold/Silver starters as well as catching a glimpse of some of the new monsters will excite anyone mental for monsters. If you're new to *Pokémon*, just pick up *Emerald* and be done with it. Anyone else is probably better off simply waiting for the DS games due out next year as *Gale Of Darkness* is far from the best place for a budding trainer to start their *Pokémon* career.

LUKÉMON

"MUNCHLAX IS IN IT, BUT YOU CAN'T SNAG HIM. DAMMIT!"

of good Pokémon, but there's not – the best you're going to get is Lugia, Dragonite, Chikorita, Cyndaquil, Totodile and the three Legendary Birds.

One – just one – slightly redeeming factor is that when you purify a Shadow Pokémon it learns new moves, some of which are a bit special and you might not have the same Pokémon from a previous game with it. But most of them are just status effect stuff and Baton Pass. Unfortunately, you still can't wade in with all your lovingly levelled-up decent Pokémon from other games as the facility doesn't become available until after you complete Story mode. Meanwhile you've got the new purification system to play with. This is supposed to be an easier way to purify your snagged Pokémon but it's so sinisterly complicated that you'll probably just try it once and faff around a bit before returning to the usual method of making them battle. It's better this way as they earn experience points while their heart-shaped door opens.

And another thing! When you head off to Agate City for the Purification

Ritual, it might be an idea to have a sandwich to hand because even this is painfully slow and drawn out. There are long pauses between the signalling sound effects and something actually happening and then it makes you sit and watch as each level is added on and the stats screen pops up again and again. You're not really that worried about the levels when all you've done is purify a Level 17 Shroomish because you're never going to use it anyway.

The Colosseum mode is extensive enough with plenty of different battle conditions and some seriously powered-up Pokémon, so that will provide a challenge if you can stay awake long enough to get through it. But there's still no proper reward for doing it, just some ribbons. "Ribbons! We don't need no stinkin' ribbons!"

Do you remember that photo of Tim asleep that was in the news a while back? Well, he'd been drinking and playing *Colosseum*. This time he was falling asleep without even drinking. It's that dull.

TIM

PUTREFACTION

HA! SPELLED THAT WRONG!

The Purification Chamber means that you can dramatically accelerate the purification process of your snagged Shadow Pokémon. That is, if you could only work out how to do it, oh and of course, if you could be bothered to wade through the hefty explanation that goes with it. The first time we tried to do it, we

couldn't make head nor tail of anything, but eventually managed to read the instructions and set up the Pokémon in the right places.

It does not actually take all that long to purify your Pokémon once you get the Tempo and Flow right. It does, however, require a few Pokémon from your party, which means that you will inevitably wind up leaving with some pretty underpowered characters in your party (and for us, that meant that Miror B beat us, the git). It still makes more sense to do things in the traditional way in order to earn extra experience points and raise your Pokémon's levels while you're doing it. But y'know, each to their own, like.



CUBE VERDICT

GOD IT'S BORING



VISUALS

Identical to *Colosseum*, and just as slow to perform.



AUDIO

Stupid GBA Pokémon calls. Some dramatic tunes; some rubbish ones.



GAMEPLAY

Like an extended 12" remix of the GBA games, it's long and boring.



LIFESPAN

It'll take a while to get through – if you bring yourself to do it, that is.



ORIGINALITY

No, 'cause, like, no one's learned from the previous one.

ALTERNATIVE

This was better. It's like when you read a book then go see the film.



POKÉMON COLOSSEUM

Reviewed: 12

CUBE Rating: 6.9

WITH THE BATTLES

lasting for far too long and with no really excellent Pokémon to add to your Pokédex you'll need to be really committed to the Poké-cause to even think about picking up *Pokémon DX: Gale Of Darkness*. Sometimes it's just best to know when to stop feeding your pocket monster obsession. And so the waiting for *Pearl And Diamond* begins in earnest.

FINAL SCORE

7.0





It's-a me! Strike-a three!

MARIO SUPERSTAR BASEBALL

Let's go out to the ballpark, let's go out to the game

CUBE

INFORMATION

MARIO SUPERSTAR BASEBALL!

PUBLISHER: NINTENDO

DEVELOPER: NAMCO

ORIGIN: USA

PRICE: £39.99

PLAYERS: 1-4

MEMORY: 10 BLOCKS

STATS

■ FEATURES ALL YOUR MARIO FAVOURITES

■ MINI-GAMES

■ FOUR-PLAYER OPTION

■ CAN BUILD 'MASTER' TEAMS



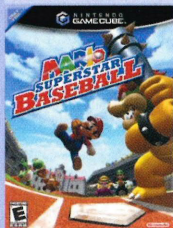
OUT NOW



TBA



OUT NOW



WE STILL REMEMBER the good old days when you knew where you were with Nintendo. If a new game came out with the word 'Mario' in the title, then you'd be thrust into another magical platform adventure starring the moustachioed plumber and his slightly less-talented brother.

As the legend blossomed, so did the cast of the adventures. The huge monkey that used to ruin Mario's day became as important as the man himself and even enemies such as Wario were suddenly headlining their own adventures. Now it seems that Nintendo is content to throw out the platform elements altogether and merely choose sports to tack their mascots onto. This can be a good thing,

of course, as anyone who's played *Mario Golf* will confirm. So even when we're presented with something as tenuous as *Mario Superstar Baseball*, we still hold out hope that it will be a highly playable and enjoyable romp. Luckily, while it's certainly no classic, the game does offer more than its fair share of excitement and addictive gameplay.

Don't expect too much of a back story explaining why Mario and friends are suddenly addicted to America's favourite rounders rip-off. As usual, it all starts with that no-good Bowser who will challenge anyone to a match, who's foolish enough to take him on. This sends the entire kingdom into some kind of sport-fuelled frenzy and soon

everyone is donning a glove and tossing their balls around.

You might think that you would form a team featuring all of your Nintendo favourites in order to challenge Bowser but instead they all split up into individual factions. If Bowser was looking to divide and conquer then he's certainly succeeded in that. Main characters including Donkey Kong and Princess Peach captain their own teams, and you'd have to be some sort of disturbed Nintendo know-it-all to recognise all of them – we all smiled when we noticed Baby Mario and Baby Luigi for instance but, unfortunately, Mario's team is filled with bland extras from *Mario Sunshine*. Bah!



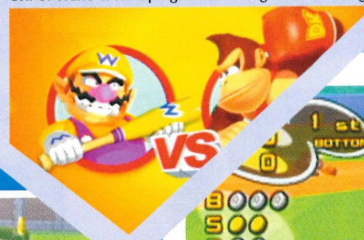
REWARD TIME

Going for a Star involves fulfilling certain criteria like getting someone out or catching the hit. These rewards help you win games. Concentrate!



▲ If you thought that Wario couldn't be trusted, don't play against Waluigi – he's a real cheater!

IT'S WARI: *Mario Superstar Baseball* lets you set up all those dream rivalries, such as what would happen if the evil of Wario went up against the might of the Kong!



MINI GAMES MAXI FUN

BASEBALL SCHOOL ON THE SIDE

Aside from the main baseball action there is a selection of varied and fun mini-games, which not only bring a smile to your face but also teach you the skills you need to succeed in the main game. These range from knocking down walls (which helps boost your pitching power) to knocking down barrels by whacking balls at them, which of course teaches you about batting. Once you've messed around with all of these levels, you'll find the actual baseball game easier. Honest.



▲ In the age-old battle of man versus monkey, man takes another victory.

"YOU HARNESS FROM MARIO SUPERSTAR BASEBALL EXACTLY WHAT YOU PUT INTO IT"

Thanks to the way the game is set out, players who persist with these rookie squads soon find themselves fielding teams full of the cream of Nintendo. Your captain travels throughout the kingdom being challenged by all and sundry and victory causes certain members of the opposing team to betray their teammates and join your squad. This is where the fun really starts as you take out a seemingly unbeatable squad starring all your favourites. Sweet.

Even though this is a *Mario* sports title, baseball fans should still find it quite a challenge. Obviously it's not as tough as the officially licensed *Major League Baseball* games that fill the shelves of every American games store but neither will you find yourself hitting a home run every time Mario steps up to the plate. The game does help you out, offering

you challenges to complete which then fill an on-screen meter. Activate the full meter and your player will pull off a special move the likes of which you're never going to see at Wrigley Field. These are especially useful when your side is at the bottom of the ninth and the bases are loaded!

The computer AI is also far less forgiving than you might expect and their fielders are often found right under the ball's flight path ready to pick off your players. That said, this being the *Mario* universe, some of the stadiums have blocks filled with special bonuses to make your game more effective. Some of these settings look quite similar to normal baseball diamonds whereas others just look like your traditional *Mario* locales; in fact, in some of the *Mario*-themed parks it was kind of hard

to work out where the bases were, which is never good when you're trying to get someone out, is it?

Basically, you harness from *Mario Superstar Baseball* exactly what you put into it – play just a single game and you may find it to be a rather bland and pointless exercise, but once you get into it and start putting together your dream team it takes on a life of its own and becomes highly addictive.

Well done, Nintendo – you've managed once again to shoe-horn the plumber into a seemingly unconnected game type and made it work. Surely 'Mario Tiddlywinks' is just around the corner...

KENDALL

CUBE

2ND THOUGHTS

■ It's a not-bad! Really, *Mario Superstar Baseball* is a worthwhile purchase for any GameCube owner without a bias against the little Italian fella. As a standalone baseball game it admittedly falls short of the mark, neither precise or detailed enough to compete with dedicated bat n' ball sims. But with the bountiful mini-games, electrifying multiplayer options and wealth of characters from the extended *Mario* universe, there's more than enough here to appease those of you looking for a great multiplayer party game, a lighthearted sports title or a fresh slice of *Mario* action.

JAMES

CUBE VERDICT

ANOTHER HOME RUN FOR THE PLUMBER!



VISUALS

Probably the most colourful sports title on the market.



AUDIO

Your traditional *Mario* music mixed with the occasional 'Striiiiike!'



GAMEPLAY

It's baseball, so you already know if it's up your street.



LIFESPAN

There are plenty of challenges before you finally meet Bowser.



ORIGINALITY

It's a sports game that puts its characters in a novel situation

ALTERNATIVE

More colourful and fast-paced arcade-style sports action.



BEACH SPIKERS

Reviewed: 10

CUBE Rating: 3.0

THE NATIONAL SPORT

of America – let's face it, it's pretty rare to see baseball games heading across the Atlantic to our shores so let's hope that this one can get some sales over here! *Mario Superstar Baseball* should pull in fans of both the chubby Italian plumber as well as sports enthusiasts. Neither party should be disappointed with this fun-to-play title. It's a *Mario* and it's a fun!

FINAL SCORE

8.0



▲ Don't cry, Yoshi, we're sure you'll get the ball in a minute.



**Naff graphics,
great game**

CUBE

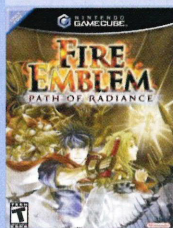
INFORMATION

FIRE EMBLEM: PATH OF RADIANCE

PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
ORIGIN:	JAPAN
PRICE:	£39.99
PLAYERS:	1
MEMORY:	19 BLOCKS

STATS

- GBA COMPATIBILITY
- CUSTOMISABLE CHARACTERS
- MAGICAL WEAPONS
- MULTIPLE CHARACTERS



FIRE EMBLEM: PATH OF RADIANCE

Intelligent Systems' famous SRPG finally makes it to the Cube

INTELLIGENT SYSTEMS HAS one of the best track records going. It seems to be a company that just never makes a bad game. In fact, you could probably hold its staff at gunpoint and insist they churn out an uninspired, sorry piece of GameCube software and they still wouldn't be able to do it. Don't believe us? Then let's take a look at the evidence shall we...

Paper Mario: The Thousand-Year Door, Advance Wars, Advance Wars: Dual Strike, Fire Emblem: The Sacred

Stones, Super Metroid, Mario Kart: Super Circuit – the list goes on and on and... well, you get the idea. *Path Of Radiance* is the latest gem from Nintendo's talented first-party developer, and while it's not the prettiest game we've ever played its solid gameplay will leave you in no doubt that Intelligent Systems is onto yet another winner.

The *Fire Emblem* franchise is well known for its deep, involving stories and while Western gamers have only

just cottoned on to this fact, Japanese gamers have been enjoying them for years. That's right, the *Fire Emblem* franchise has been running since the days of the NES although many of us will have been blissfully unaware and would have been spending our early years playing more Western-friendly titles such as *Metroid* and *Mario Bros*.

Path Of Radiance begins with the unfortunate revelation that your main character is a blue-haired goody two-shoes named Ike. Granted, it's not the most masculine of names but our hero is pretty nifty with a sword and soon finds himself at the helm of his father's mercenary group. Before long, the inexperienced youngster is caught up in a war that threatens to tear apart the world of Tellius. As the game progresses, Ike witnesses loss, triumph and eventually uncovers why the war is raging. The story is told beautifully and will keep you on the edge of your seat until the final chapter – if only the visuals were to the same standard...

As you'll no doubt be aware if you read the import review of *Path Of Radiance* in issue 46, we weren't at all impressed with the game's aesthetics. It's all very well lovingly depicting the game in 3D but Intelligent Systems is a far greater master of two dimensions than three. Animation is extremely basic, character models are worryingly

▼ Don't be fooled by these rubbish visuals, there's some sterling gameplay hidden underneath.



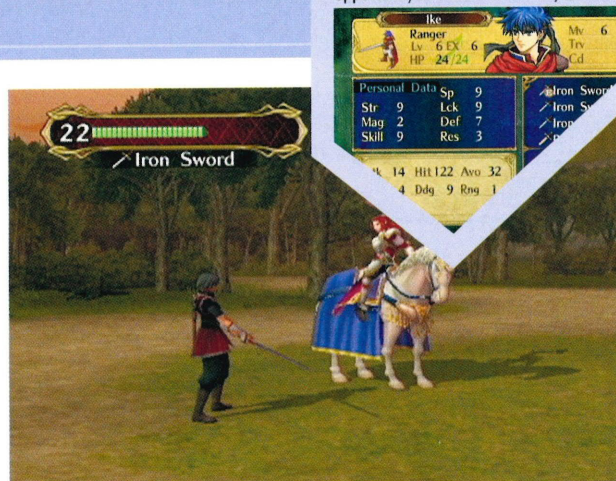
POWER UP

TO THE MAX

Every strike from your weapon will earn you experience points – kill someone more powerful than you and watch your points go through the roof.



BLUE-RINSE BOY: Look, it's Ike, he's a typical RPG hero in that he has spiky hair and it's a stupid colour. Take the opportunity to mock him while you can.



▲ When head and shoulders above an opponent you'll cause damage.



CUBE 2ND THOUGHTS

■ I reviewed the Japanese version of this game a while ago, and to be honest, the removal of the language barrier hasn't changed my opinion. This is a great little strategy RPG, and in that respect fans of the genre don't have much choice but to buy it, but the graphical shortcomings still bother me. It still has me in turmoil actually (ok, so that's a bit of a strong word)... I love playing it and the cut-scenes are gorgeous, but there's really no excuse for the in-game graphics to look like a Dreamcast game.

CHANDRA

"IT'LL KEEP YOU GOING TILL LINK'S FINAL GAMECUBE ADVENTURE MATERIALISES"

simplistic to look at and everything's just so damn small.

Now, it could be that the developer was hoping to capture the style of the original games – and if that's the case then it has succeeded. However, a great many gamers will almost certainly be put off by this rudimentary look. Fortunately, the game also includes frequent cut-scenes that are of a much higher standard and display the emotion and graphical style that's absent from the rest of the game. The soundtrack is also pretty impressive and *Path Of Radiance* has an abundance of sweeping scores that perfectly match the ebb and flow of the storyline.

While the visuals may be lacking, the gameplay is rock solid and features many improvements over its handheld brothers. The combat system is wonderfully simple to use, with certain weapons stronger against one type and weaker against another. Sword beats axe, axe beats lance and lance beats sword – think of it as Rock Paper Scissors with lashings of extra blood (not that any of it is seen on screen, this is a Nintendo game, after all).

As your characters earn more experience they'll also gain the ability to switch classes – which is handy as this is one tough title. Like the Game Boy Advance titles, *Path Of Radiance* features a variety of missions and you'll find yourself guarding buildings, routing massive armies, or simply running for your life when the situation turns nasty. And turning nasty is something the game does frequently. One thing to remember in *Fire Emblem* is that there's no safety net. Lose a character on the battlefield and you've lost them for good. This great feature is a staple part of the franchise and really makes you fight for the survival of each character.

Sure, characters still progress at a snail's pace but the involving storyline and wonderfully simple to learn play mechanics genuinely mean you'll be having too much fun to care. *Fire Emblem: Path Of Radiance* is by no means a triple-A title but it will easily keep you going until Link's final GameCube adventure materialises – and that's good enough for us.

DARRAN

CHOOSE YOUR DESTINY

THE INTRICACIES OF BATTLE

Combat plays a massive part in *Fire Emblem: Path Of Radiance*, so you will definitely be wanting to get it right from the outset. Fortunately, those kind people at Intelligent Systems have included some rather handy tutorials that explain everything you need to know about completing a specific task. Whether you're learning how to escape the clutches of a particularly tricky opponent, or discovering how to steal control of an opposing base, you'll find it hugely straightforward and easy to learn.

Once you find yourself in the thick of battle you'll be given the opportunity to adjust certain parameters of the game before and during play. The most important is ensuring that you have a well-

balanced group – this is a lot harder than it sounds, though, as you will not always have a full squad available to you. Also, once a character is defeated during a skirmish you will then no longer be able to use them for future battles. Use your brain wisely and this shouldn't be too much of a problem.



CUBE VERDICT

SIMPLE TO LOOK AT, WHILE UTTERLY ENJOYABLE



VISUALS

The cut-scenes are fantastic, but the in-game look is very disappointing



AUDIO

Superb rousing tunes that really get your juices flowing.



GAMEPLAY

Wonderfully simple to pick up, yet incredibly deep to learn.



LIFESPAN

This will keep you going for hours – great value for money.

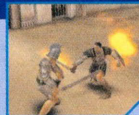


ORIGINALITY

This is *Fire Emblem* by numbers. Luckily, that makes it great.

ALTERNATIVE

All right, Chandra isn't too keen on it but this it's the closest game we could think of.



GLADIUS

Reviewed: 26

CUBE Rating: 6.5

IT'S OBVIOUS THAT

Fire Emblem: Path Of Radiance is never going to take home the award for Outstanding Aesthetics In A Videogame, but that really doesn't matter.

Intelligent Systems has stripped back the strategy RPG to the bare essentials and created a title that's ridiculously easy to get into. Granted, it's not the simplest of games you'll ever encounter, but the relentless storyline and tense battles will keep you playing until the very end.

FINAL SCORE

8.5



These are s...ims.
Look at them! They're
up to their crazy japes
and wacky antics!



Sims and roundabouts

▼ If you can't cook, Satan sets fire to your kitchen and makes things burn!



THE SIMS 2

Sim-ple put, this is
nice and sim-ple
for sim-pletons

CUBE

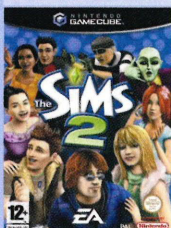
INFORMATION

THE SIMS 2

PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	MAXIS
ORIGIN:	US
PRICE:	£39.99
PLAYERS:	1-2
MEMORY:	24 BLOCKS

STATS

- CREATE YOUR OWN CHARACTER
- HAVE KIDS!
- EAT FOOD!
- CLEAN THE BATHROOM!



ASSOCIATED PRESS HAS described *The Sims 2* as a "game of survival." Associated Press. Beardy high-class journalist news types. Commenting on *The Sims 2*. Weird, isn't it? You think they'd be too busy mocking George Bush or taking photographs of Tara Reid falling out of nightclubs or whatever it is they do. Yet *The Sims 2* has an appeal so strong and so universal that even the mighty gods of chin stroking feel compelled to comment on it.

So anyway, a game of survival. That sounds far more dramatic than it

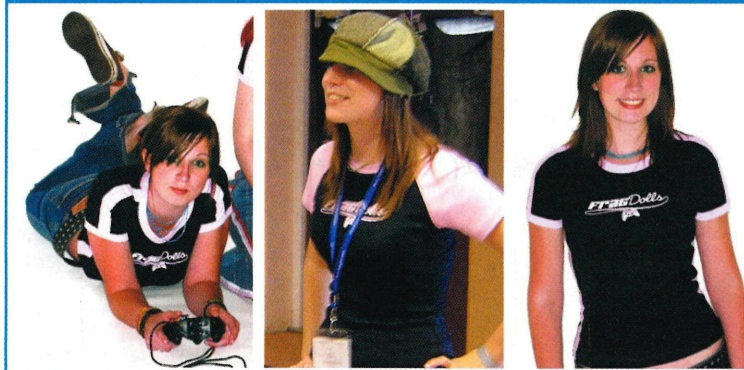
actually is because really, all you need to do is feed your sim and make sure it has a poo every few days and you're fine. It's not exactly fighting El Gigante territory. Then you realise that to feed your sim you have to buy food. To buy food you need to get a job. To get a job you need to get the required skills. To earn enough income you need to get married. Then you realise there are small details to take into consideration – food even has to be cooked. Then it all starts to become a little bit too much like real life, where attempts to chat up

the opposite sex end up in a blur of awkward attempts at humour and sad emoticons, and ultimately with nights slumped in front of the TV eating microwave lasagne for one.

It's all about management, see. Your created sim has various sliding meters which help you to take care of levels representing states such as Comfort, Energy, Fun, Romance and so on. Cuddle your sim. Feed your sim. Treat your sim to hot, steamy love every now and then. And before you ask, yes, there's sex in the game and no, you

LUCKY LIKES THE SIMS!

CUTE NORTHERN CHICK TOTALLY LIKES THEM



Girls like *The Sims*. This is a fact because Lucky from Fragdolls likes *The Sims 2*. Lucky probably isn't her real name, unless her parents were drunk/stupid/had a really strange bet going on when she was born, but she's still cute. So girls like *The Sims 2*. This means boys also like *The Sims 2* – or at least pretend to – making this one of those rare games that genuinely appeals to both sexes. The game's creator Will Wright, says that the girls who play *The Sims 2* create their boyfriends in the game and then tell their real-life boyfriends what the virtual version has done. That sounds pretty boring, and the thought of Lucky having a boyfriend makes us depressed. So let's just sum up by saying that by liking *The Sims 2* your chances of touching Lucky in real life shoot up to an awesome 0.0003%. Hurray! *The Sims 2* is awesome!



NO ARTWORK! Note to developers: learn from *The Sims 2*, which doesn't have unlockable artwork (also includes having Mario as a 'secret' character).



▲ Our sim looks a lot like that stupid goat-herder guy from *X-Factor*. Sorry about that.

don't get to see anything. And we all know what sex leads to – that's right, STDs and kids! STDs aren't in this game (*Sims 3*, maybe) but kids are. That's how far the detail stretches. It covers everything from having to mop up the bathroom when your shower breaks before calling the repairman to get it fixed who can only come the next day either because it's late and past his working hours or he's busy having a poo. We think we've already mentioned that but having a poo! In a videogame! Our hobby is evolving all the time.

While there are a few objectives to hit along the way, such as 'earn \$400' or 'buy two plants' (we wish we were making these up), you're given free rein to do as you please. It's the ultimate freeform game. You can progress and move on, finding new places to explore with new characters to meet, interact with, fight with or make love to before getting bored and trying to make progress again. Here's the big gameplay twist: you get to control those extra characters. Tada! And it's... actually quite annoying. While looking after your own sim is a 24/7 job demanding constant nurturing, care and attention, looking after five of them at once – all with their own goals and objectives – is a needless strain. It's easy to see why Maxis included this option – looking after these extra sims gives you something to do if one of them buggers off to work. The problem is that when they all get jobs, they all bugger off to work so you still have to twiddle your thumbs until they get back. And when they all get back at around the same

time... ouch. It requires military planning that would give George Bush an even bigger headache than spelling 'does' (see – we could be Associated Press if we wanted).

What it comes down to is how patient you are. There are no immediate rewards for doing anything. Like buying furniture for your house – what's the point? It looks okay but serves no purpose besides making your house feel slightly nicer. That sums up *The Sims 2* really: it breaks gaming convention and its appeal works in a different way to most games. There are no immediate objectives, no stealth sections, no mini-games and you can have a poo. And in a first that will make your pants shudder with excitement, there's no unlockable artwork either. But by spreading your attention across so many sims it detracts from the main selling point which is fostering one virtual guy/gal and really caring for him/her. A shame but this game is still a must for those with the time to dedicate to bringing up their very own miniature clan of virtual people.

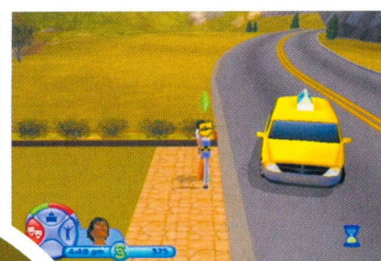
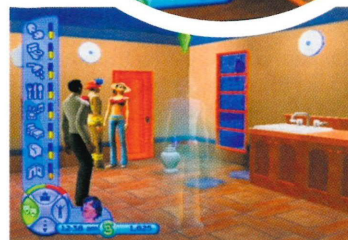
RYAN



VIRTUAL

LOVE

Play your cards right and you can end up in bed enjoying nookie with a fellow sim! It's amazing the joy that playing cards can bring into our simple lives.



CUBE

2ND THOUGHTS

■ I dread to think how many hours of my life I wasted playing the PC version of this game. Still, it's pleasantly surprising to see that I can do it all again from the comfort of an armchair, should I wish – the GameCube version is as close to the original PC title as the series has been. You weren't going to play all those other games anyway, right?

LUKÉMON

"WE ALL KNOW WHAT SEX LEADS TO – THAT'S RIGHT, STDs AND KIDS!"

CUBE VERDICT

BRILLIANT AND PACKED WITH DETAIL



VISUALS

Nice, clear, bold, bright, erotic, subversive, occasionally challenging.



AUDIO

Still uses that stupid 'Simlish' nonsense that no one understands.



GAMEPLAY

Hard to get used to but once you get the hang of it – good fun.



LIFESPAN

Could last forever as you try to get the perfect virtual job and family.



ORIGINALITY

Unlike any other game out there. Apart from *The Sims*.

ALTERNATIVE

Known around these parts as *Simz!?* because we're so cool and cutting edge...



THE URBZ: SIMS IN THE CITY

Reviewed: 43

CUBE Rating: 6.6

ANYONE WHO WASTED

a good portion of their lives obsessing over the trivial details in *The Sims* will find that *The Sims 2* is dangerously addictive. Everyone else will find this dangerously addictive too – at least up until the point where you have to control multiple sims, and then you might find yourself becoming dangerously annoyed. Still, this is a worthy sequel to a classic game.

FINAL SCORE

8.7

If you crash through structures the police will stop and clear up your mess.



Style over substance?

CUBE

INFORMATION

NEED FOR SPEED MOST WANTED

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: ELECTRONIC ARTS

ORIGIN: CANADA

PRICE: £39.99

PLAYERS: 1-2

MEMORY: 13 BLOCKS

STATS

■ POLICE CHASES

■ STREET ETHOS

■ CAR MODIFICATIONS

■ IMMERSIVE STORY



NEED FOR SPEED MOST WANTED

Most Wanted? More like slightly interested

THESE DAYS A game doesn't have to be technically accomplished to appeal and offer a significant sense of fun. *Most Wanted* is a perfect example of this. Beneath the exciting, stylised street ethos, the interesting plot and various race types is a depressingly lazy and bog-standard driving game. It's not bad as such, just incredibly disappointing as it fails to live up to the glorious sheen of the presentation.

The game starts well, throwing you in at the deep end of an important race

for pink slips (other people's cars, basically) where you struggle to keep ahead of your opponent and out of reach of the cops to the sound of roaring engines and a thumping, urgent soundtrack. Then it cuts to the events leading up to this point as you go through other similar races that introduce you to the game and the cocky, trash-talking group of street racers you'll face later on.

After a little round of training and briefing you're back up to speed but

then it all goes wrong. Some ne'er-do-well called Razor has messed with your car, which not only makes you lose but also gets you busted by the cops. You're angry – not just in the game, but in real life; the game's cut-scenes are pretty good at making you hate this guy and you want to take him down. This suitably builds you up for the game ahead, where you spend your time working up the 'Blacklist' of racers in order to get another shot at Razor (who's now reached number one on the list thanks to your car) and exact your revenge.

The Blacklist consists of 15 of the most notorious – or 'most wanted' – street racers and you have to tackle and replace each one on the list in turn before you meet Razor. Furthermore, each Blacklist entry requires you to meet certain conditions before they deem you worthy enough to challenge them for their spot on the list. These conditions include winning a certain number of Events, achieving Milestones and racking up Bounty.

Events are simply different types of races and there are many; the most familiar are Sprint and Circuit, which take the form of a quick dash to the finish line and a lap-based race respectively. In addition to this you have Drag Races which are events where you're challenged to keep the

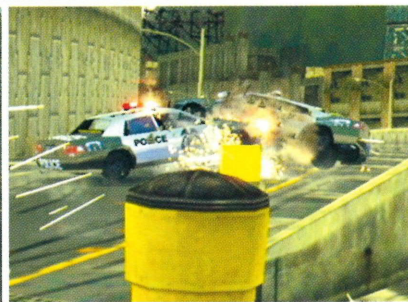
▼ Even after you finish a race, you still have to deal with the rozzers.



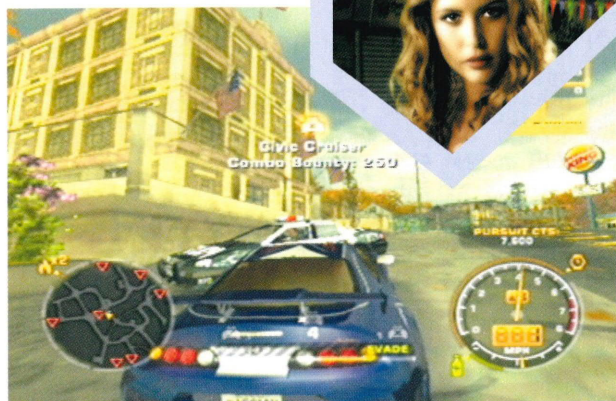
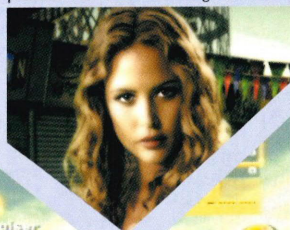
BUSTED

PULL OVER!

One of the best features is the police chases that add drama to proceedings. Irritate the cops, earn bounty and become the 'most wanted' in order to rise up the Blacklist.



MAYBE IT'S MAYBELLINE: EA has hired the talents of Maybelline model and actress Josie Maran who frequently provides advice and encouragement throughout the game.



▲ If you're going to take on the police, don't do it outside their office.



CUBE 2ND THOUGHTS

■ There's nothing fundamentally wrong with *Most Wanted*, it's just not as fast or exciting as many of its big-name contenders. It's certainly an improvement over the previous *Need For Speed* games but it's still a hit and miss cruise through the well-battered circuits of street racing. It's always rather painful being picked up by the fuzz and it's not a lot of fun here either. The police influence is a nice idea but poorly executed and it can become a long and lonely chore. A quick and easy cruise rather than a high-octane cliché.

IAN C

"BENEATH THE STYLISED STREET ETHOS IS A BOG-STANDARD DRIVING GAME"

engine from blowing as well as reaching the finish line first; and then there's Toll Races, a typically arcade-style mode where you have to reach check points within a certain time limit in order to be rewarded with yet more time to complete the race in question.

Milestones are challenges that require you to show off your skill and prove your worth. These range from mashing up police cars to setting off speed traps – they are never that difficult but can be quite fun, especially when battling and outrunning cop cars – which sees players causing damage to public property in order to defeat the cops (who'll often stop to clear up your mess rather than keep chase).

Need For Speed Most Wanted combines the street sensibilities of *Need For Speed Underground* with the exciting car chases of the *Hot Pursuit* series of games and offers players plenty of racing options, but there's something missing. Despite being very easy to get into, the game feels distinctly unfinished when you're actually playing. The cars don't really feel like cars; more like wayward

rockets on wheels that you only vaguely control. This is a big shame but at the same time doesn't affect your progress in any significant way as the opposition is never as threatening as the pre-race cut-scenes and text messages from the Blacklister next in line for a humiliating defeat would have you believe.

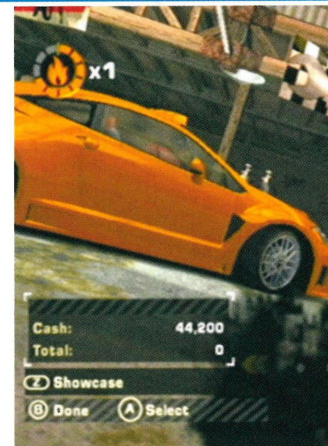
Despite the weak driving mechanic, *Need For Speed Most Wanted* can be genuinely fun at times. The style and drama keep you wanting to play on, as does a small, dirty desire to see Josie Maran strutting around. If you're into your cars you'll enjoy the modding, and will take a certain amount of pride in your collection. But when all's said and done, this isn't a racing game that offers anything above what can be found elsewhere and no matter how much enjoyment you have while playing, the fact that this is a hastily produced afterthought of a game released purely to grab some quick cash is always in the back of your mind. The GameCube deserves better... and so do you.

JAY

MAD FOR MODS

RELEASE YOUR INNER CHAV

If you're one of those people who parks up and hangs out in supermarket car parks of an evening you'll probably enjoy this part of the game. Available to you are all manner of body kit modifications and performance upgrades that you unlock as you play through the game, such as new rims, spoilers, bonnets, paint jobs, engines and nitros. These enable you to turn any of the initially natural-looking cars in the game into something really funny – or cool, depending on how you feel about this sort of thing. Don't get too carried away, though, as it all costs money and you can only push your car so far. Sooner or later you're going to need to save some cash and buy a whole new car altogether, at which point the modding frenzy starts from scratch. **C**



CUBE VERDICT

STYLISH BUT RUINED BY LAZY DEVELOPMENT



VISUALS

A bit shoddy and dated, especially when you look at the X360 version.



AUDIO

Usual array of 'EA Trax' rock tunes, decent engine roar.



GAMEPLAY

Broken handling ruins an otherwise entertaining game.



LIFESPAN

Despite being a bit awkward it's quite easy, so not that long really.



ORIGINALITY

Mostly re-uses past ideas and adds little refinement. Poor.

ALTERNATIVE

It's much older and lacks the modding aspect, but for pure racing it's miles ahead.



BURNOUT 2

Reviewed: 18

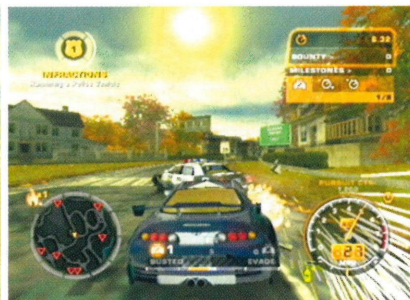
CUBE Rating: 9.3

NEED FOR SPEED

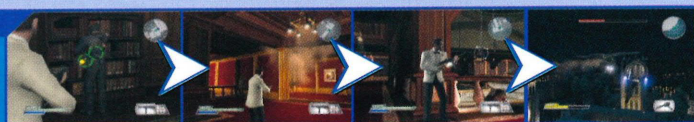
Most Wanted provides some great drama and excitement through its fine use of style and the surprisingly well-acted cut-scenes. It also gives you plenty to do, with several different styles of race available and many goals to achieve. The problem is that the actual racing simply isn't instinctive or convincing, and while not particularly hard to tame, the cars are never that much fun to drive. A shame.

FINAL SCORE

6.9



The pre-credits level is one of the highlights and gives you the first taste of the jetpack.



**We expect
this to die**

CUBE

INFORMATION

JAMES BOND 007: FROM RUSSIA WITH LOVE

PUBLISHER: ELECTRONIC ARTS

DEVELOPER: IN-HOUSE

ORIGIN: US

PRICE: £39.99

PLAYERS: 1-4

MEMORY: 13 BLOCKS

STATS

■ 14 MISSIONS

■ FOUR BONUS MISSIONS

■ VOICE OF SEAN CONNERY

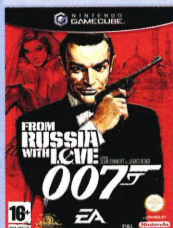
■ 14 WEAPONS AND GADGETS



18 NOV 05

TBA

OUT NOW



SPY TOYS

GO-GO GADGET

Always a highlight in the films, there's a visit to Q's workshop in *FRWL*, which sees you trying out some gadgets and completing a training mission. Pay attention, 007.

JAMES BOND 007: FROM RUSSIA WITH LOVE

EA revisits a classic Bond film and gives it a modern twist

IT'S FAIR TO say that Electronic Arts certainly hasn't wasted its *Bond* licence, churning out five games over the last three years. Unfortunately, it's generally been a case of quantity over quality. *Agent Under Fire* and *Nightfire* were both decent shooters but nothing special; *Everything Or Nothing* took things up a notch and provided an exciting and well-designed Bond experience which was warmly received. But then almost as if it wanted to erase

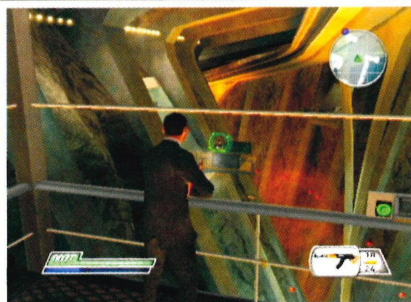
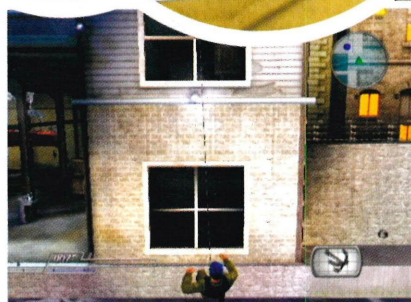
the credibility it had gained with *EON*, EA cashed in on the name of the N64 classic and released *GoldenEye: Rogue Agent* which, while it had a good premise, played like a bag of spanners.

The anticipation for *From Russia With Love* has been high, with a return to the preferred third-person view of *EON* and the inclusion of original – and some say best – Bond, Sir Sean of Connery. Sadly, it seems like all the cash has been spent on the Scotsman's fee, not on the game.

Based loosely on the 1963 film of the same name the plot sees Bond hunting down an encryption device in Turkey and walking into a trap set by old enemy SPECTRE. Not known as one of the most action-packed Bond films, *From Russia With Love* is a more cerebral instalment of the long-running franchise, making it an odd choice for a videogame. But EA isn't one to let accuracy get in the way and much of the action that takes place in the game bears little or no resemblance to the film. For instance, the pre-credits sequence still features the famous jetpack but now Bond is charged with rescuing the daughter of the Prime Minister, played with cringe-worthy annoyance by pop starlet Natasha Bedingfield (why?). Many of the characters from the film are included, but only Connery appears from the original cast. However, now fast approaching 80 his voice is clearly that of an old man and just watching a fresh-faced Bond on screen with a pensioner's voice is just weird. The voices of the other characters such as M, Q and Miss Money Penny sound nothing like the originals, somehow counteracting the point of having one original voice.

Enough about our petty grievances – gameplay is the most important thing and *From Russia With Love* manages to

▼ Lucky for Bond most boats seem to have massive guns attached to them. Handy, that.



MORE TO COME: Electronic Arts has the rights to make games from every Bond film until 2010. Let's hope it does better next time, eh?



▲ Bond dispenses with firearms in favour of fisticuffs when up close.



CUBE 2ND THOUGHTS

■ The rose-tinted view of *GoldenEye* as the classic it undoubtedly was in its time has given every subsequent Bond game a major challenge to hurdle, which is a bit unfair since it was a state of the art (for the time) FPS rather than a true Bond experience. Take the whole 007 thing away and it wouldn't have made the game any less of a classic. EA's Bond titles haven't all been great but they are far closer to what the movies are all about, well, except for *Rogue Agent*. *Everything Or Nothing* is a far more relevant point of comparison, and it's got *FRWL* beat hands down.

MILES

"WATCHING A FRESH-FACED BOND WITH A PENSIONER'S VOICE IS JUST WEIRD"

fumble the ball here too. Quite what has happened to the game engine in between *EON* and this is a mystery, but while Brosnan's last console outing was easy to control and fun to play, this is awkward and repetitive. There's the same mix of on-foot and driving sections along with some on-rails parts and the (admittedly cool) inclusion of the jetpack, which thankfully isn't just reserved for the first level.

All the elements seem to be in place – there are loads of varied weapons, the requisite selection of gadgets, Bond Moments and plenty to unlock – but it all adds up to a strangely disappointing experience. The driving sections were always rather weak in Bond games and while *EON* went some way to rectify that, this title returns to the old ways of dodgy handling making these sections more a chore than any kind of fun. There are a few nice additions and the ability to zoom in and fire at highlighted areas of enemies, such as their radios or grenades attached to their belts, for extra kudos is a novel idea but isn't enough to elevate the score to a respectable level.

Even the bosses – who are often the highlight of many Bond games – are frustratingly unimaginative not to mention a little too easy. Anyone expecting much of a challenge will feel let down, with none of the levels really throwing up much of a challenge. Even the Bond Moments – which used to be frustratingly difficult to find – have now gone in the completely opposite direction and are revealed to you during the course of the game, making any sort of exploration pointless. There are some hidden areas too and items to uncover for bonus points but even they are obvious to even the most attention-deficient gamer.

We really wanted to like *James Bond 007: From Russia With Love* but it just doesn't excite and thrill like it should, and when it occasionally struggles to be fun, Bond just can't get the score we'd love to give it. It's fair to say that *From Russia With Love* is probably worth a rental and many gamers will more than likely enjoy it, but this is a decidedly average gaming event and a second-rate addition to the series.

SIMON

LICENCE TO KILL

BOND DOESN'T PLAY WITH HIMSELF

Since *GoldenEye* made James Bond games synonymous with an addictive multiplayer experience, Electronic Arts has done little to keep that element going. While its previous efforts have had adequate multiplayer capabilities there has been nothing on offer that matches the N64 title. *Everything Or Nothing* did feature an interesting co-operative mode which was at least slightly original, but *007: From Russia With Love* does away with that mode sticking to the classic deathmatch formula. However, it is actually pretty good, with a healthy array of modes (including a really enjoyable jetpack-only game), some great maps and lots of power-ups. The aiming is the same as in the main game and allows you to lock on, but to avoid

this all your opponent must do is simply tap the dive button and look for cover. This dynamic makes the experience that little bit more exciting and requires somewhat more thought than just running around and looking for the most powerful weapon available in order to win any stand-off.

C



CUBE VERDICT

NEVER REACHES SUPER-SPY HEIGHTS



VISUALS

Decent explosions and nice-looking environments but nothing special.



AUDIO

The aged Connery's voice talent doesn't really fit his digitised face.



GAMEPLAY

Some fun to be had but the driving sections need work.



LIFESPAN

Not long to complete but needs more dedication to unlock everything.



ORIGINALITY

It's Bond – no originality to see here, move along.

ALTERNATIVE

Awesome James Bond action with loads of variety and a true Bond feel.



JAMES BOND 007: EVERYTHING OR NOTHING

Reviewed: 29

CUBE Rating: 8.2

WHILE IT'S NOT

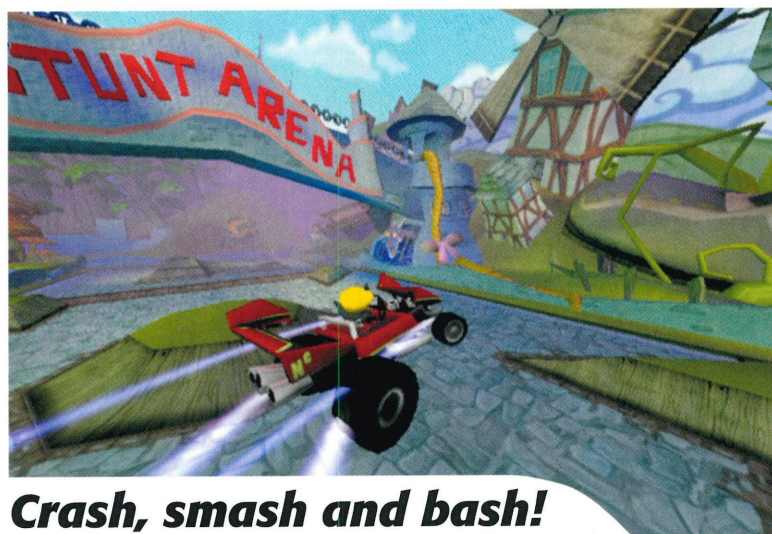
a complete disaster, *James Bond 007: From Russia With Love* never really manages to elevate its gameplay above that of decidedly mediocre, while the sometimes awkward controls and ropey driving sections don't do it any favours either. Even with the considerable clout of Sean Connery it doesn't match the excellence of its movie namesake. Better than *Rogue Agent* but a considerable step back from *Everything Or Nothing*.

FINAL SCORE

64



It's the vehicles that make the difference between victory and defeat – each one is crazier than the last!



Crash, smash and bash!

▼ We knew we should have bought that A to Z. Now where the freaking hell are we?



CRASH TAG TEAM

That damn Bandicoot gets his licence back and he's behind the wheel again

YOU HAVE TO feel sorry for Crash. Back in the early days of the PlayStation, our furry friend rivaled Mario and Sonic as a machine-defining icon, with a trio of ace platform romps. These were followed by *Crash Team Racing*, one of the few cartoon racers on the machine that didn't prove to be just a feeble, watered-down version of *Super Mario Kart*. Things soon changed, though, development of the series shifted and not only did Crash pop up on both Nintendo and Microsoft

consoles, but the adventures had also become rather lightweight and generic. The good news for bandicoot enthusiasts is that, in the safe hands of Radical, our hero is back on form and *Crash Tag Team Racing* is fast and frenetic, playing as a cross between Crash's previous racing and platform romps – two for one!

Old-school Crash fans should be right at home with the game's layout, as it's the usual colourful hub that you find yourself plunged into and from here you

can roam and choose your destiny. As you'd expect you'll need to unlock certain areas but there's plenty of variety from the off and it's even fun to ignore your quest altogether and just listen to the various daft characters that frequent this twisted and crazy world.

The main draw this time – as you may have worked out from the title – is the opportunity to team up to try and gain victory... and believe us you'll need to if you want to win, as some of your

CUBE INFORMATION

CRASH TAG TEAM RACING

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: RADICAL ENTERTAINMENT

ORIGIN: US

PRICE: £39.99

PLAYERS: 1-4

MEMORY: 17 BLOCKS

STATS

■ DRIVING SECTIONS

■ PLATFORM SECTIONS

■ ALL YOUR CRASH FAVOURITES

■ JOIN VEHICLES TOGETHER



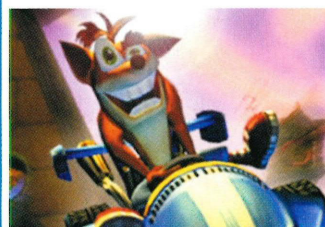
OUT NOW TBA TBA



EVEN BETTER THAN THE REAL THING

CRASH IS A WHAT NOW?

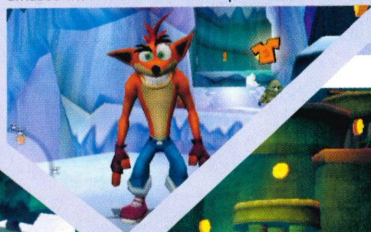
As you know, here we'd normally stick in a boxout about the game's weapons or the characters or whatever but we decided that after all these years playing Crash Bandicoot videogames, it's about time we all learnt what a bandicoot actually IS. Bandicoots, it would seem, are a family of terrestrial marsupial omnivores. The word bandicoot itself comes from the English version of 'Pandhikoku', which means piglike, a name that the furry



little animal probably gained thanks to its rather unsightly snout. There are a number of different types of bandicoot, ranging from the long-nosed variety to the pig-footed bandicoot. As far as we are aware none of them wear trousers or smash up boxes, so we think we'll just stick with our Crash Bandicoot, thank you.



SMILEY SMILE: You know, with all the trauma that Crash has gone through in his pixelated life, we're amazed that he still has that stupid smirk on his face.



▲ He might be getting on a bit but Crash still loves the thrill of smashing boxes.

BIG BANG

KA BOOM!

The most satisfying moment comes when you unleash your weapon on the enemy and watch the explosion as you speed past, no doubt flicking the Vs in their direction.

CUBE

2ND THOUGHTS

■ Wow! Crash Tag Team Racing has everything! It's got platforming, racing, shooting, no sense of sarcasm and is completely up itself. Don't listen to Kendall, it hasn't put Crash back at the top, it's just another mediocre platform game character driven kart game. So who's next? Ty? Kao? Or can we just put these sorry ideas away?

TIM

RACING

opponents are seriously aggressive. To team up, your car blends with another to create the ultimate racer – we're not dealing with F1-style realism here, thank God. Once you've merged with another car, instead of simply trying to get to the front of the pack, you can man the guns and use some effective firepower to plough through the field to reach victory. Then, when you're ready you can split again and leave your previously co-operative partner in your wake. It's a clever system which takes some getting used to but soon becomes like second nature and you'll gauge perfectly when to use it to your advantage.

Everyone will use a different tactic and have their own favourite driver. All your Crash favourites are here, from Coco and Crash to the nefarious Dr Neo Cortex who's once again trying to wipe out our hero for good. And will naturally fail 'cause that's how these things go...

Crash Tag Team Racing features some of the wackiest looking cars in racing history – definitely a game that keeps a constant smile on your face as you're never quite sure what the next weapon is going to do to your opponents. As well as distinct handling and looks, each vehicle has a unique arsenal and the game is brilliantly animated so that the outrageousness of these powerful

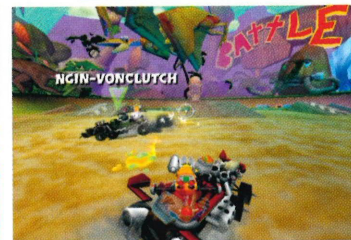
weapons is shown off to the max – prepare for some classic multiplayer shenanigans where the leader gets blown off the track just when he thought he was going to cruise to an easy victory.

Obviously, given the genre, *Crash Tag Team Racing* comes into its own when human players face off in multiplayer mode which is also where the replayability is. As good as the AI may be, the car-combination aspect creates some entertaining moments as you join up with a friend only to leave them by the trackside once they've helped you scramble to the front of the pack.

Radical knows how to weave an interesting premise with wacky humour having done the impossible last year and created the highly playable *The Simpsons Hit & Run*. It's obviously taken what it learnt there and has done the unthinkable again by raising Crash Bandicoot from the dead.

As a platform adventure it puts Crash back at the top and will remind fans why they love the flea-ridden little furball. As a racer it expands on many classic genre standards and adds its crazy sense of humour, which should mean that not only will you keep returning to *Crash Tag Team Racing* but you'll have a smile on your face when you do it.

KENDALL



"IT COMES INTO ITS OWN WHEN HUMAN PLAYERS FACE OFF IN MULTIPLAYER"

CUBE VERDICT

THE BANDICOOT STILL HAS LIFE LEFT IN HIM



VISUALS

Some brilliant animations really bring the crazy crew to life.



AUDIO

The game has humorous moments as well as hummable muzak.



GAMEPLAY

The mixture of platform antics and driving thrills keeps things fresh.



LIFESPAN

There's plenty to do here – you won't finish it easily.



ORIGINALITY

Not much – we've seen the Bandicoot a million times before...

ALTERNATIVE

It's better than *Crash Tag Team Racing*, but then it doesn't have the platforming.



MARIO KART: DOUBLE DASH!!

Reviewed: 26

CUBE Rating: 9.4

CRASH'S RECENT OUTINGS

have been rather stale and uninspiring, but *Crash Tag Team Racing* is a lot of fun. While it might not be doing anything different it should bring a smile to your face and the multiplayer is a blast too. If it's platforming and kart racing you want, then you're in for a treat as this is well worth checking out. But maybe you should rent it first to find out if it's really for you!

FINAL SCORE

7.8

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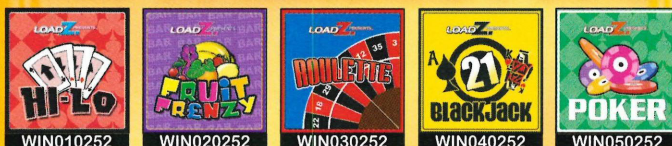
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CUBE

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NINTENDO DS

**HANDS
ON**

NEWS

Everything
happening in
the world of
GBA and DS,
plus all the
latest on
GB Micro!



RESIDENT EVIL DS

We get all touchy feely with some gangrenous zombies as we take a first look at Resident Evil: Deadly Silence

GET LOST...

...In Blue because it's great – review inside

GUNSTAR FUTURE HEROES

A classic game updated for the GBA – past, future and present combined!

PLUS MUCH MORE!

YU-GI-OH!

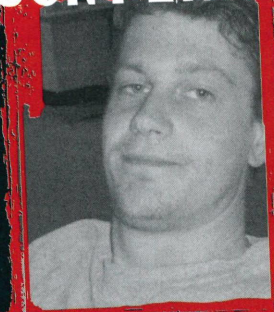
Uh-oh! Yu-gi's got a fist full of cards and he's not afraid to use them! (A bit like us and exclamation marks!)

NO NEWS:

LOTS OF NEWS THAT ISN'T ACTUALLY THAT NEW IF YOU'VE GOT THE INTERNET – STAY AWAY FROM THE INTERNET AND LET US BRING IT TO



CONTENTS **DS RUMBLE PACK**



HELL. OH, DID YOU see the Mario Kart feature at the front of the mag? That was supposed to be mine for this bit, then Chandra nicked it. So I had to scabble around looking for other stuff to share with youse. It's alright, it turned out pretty well, bar one thing. Our DS screen grabber broke so please excuse all the press shots on the next few pages. Stupid technology.

Tim Empey
Sentence Flunky

AT A GLANCE...

NON-MK NEWS!

None of it is about Mario Kart, none of it! It's mostly about McDonald's.

Pages076

MORE NEWS!

This isn't about Mario Kart either! It's about other games, you might like.

Pages078

NO PREVIEWS!

Because we didn't have enough space.

Pages

DS REVIEWS

Yu-Gi-Oh!, Lost In Blue and FIFA 06, thanks for taking all the pages Miles!

Pages080

GBA REVIEWS

Alien Hominid, Gunstar Future Heroes, Mario Tennis and Dr Mario & Puzzle League.

Pages083

Samus knows what girls want

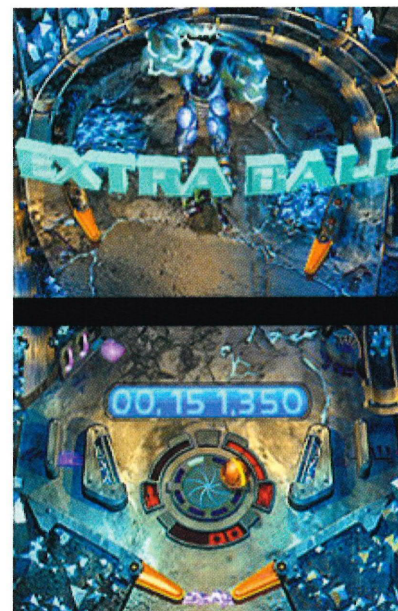
WE'VE MENTIONED IT a couple of times in the past but now we can finally see and feel for ourselves the reality of the DS Rumble Pack. It comes neatly bundled together with *Metroid Pinball* and slots into the GBA hole on the DS. Then as you play, the magic things inside the cart cause the DS to rumble a bit and shake somewhat.

It all sounds peachy, especially if you are to believe George Harrison, Nintendo of America's senior vice president of marketing and yadda yadda yadda... "This first accessory to make use of the expansion slot of Nintendo DS demonstrates the system's versatility and potential," Harrison said. Um, okay, so what else? "The Rumble Pack technology can be easily applied to future

games, while the expansion slot could be used for a whole host of different peripherals. This is just the beginning as Nintendo continues to explore creative ways for people to 'feel' their game experience."

We agree wholeheartedly that feeling the game would be great, but so would hearing it... Early reports suggest that this is the noisiest rumble pack ever created, yes, even noisier than when you set your mobile phone on a metal table, surrounded by loose change. Apparently you can actually hear the thing more than you can feel it which goes against that old adage 'rumble packs should be felt and not heard', maybe it'll be okay if you use some headphones as well.

What's interesting is that the Nintendo DS won't say, "Start GBA



game." No, those words get replaced with, "DS Option Pack inserted." So what other 'Options' will Nintendo eventually produce? We're exactly not sure at the moment but what we do know is that the rumble option will work with *Mario And Luigi: Partners In Time*. Keep your eyes peeled for a review of *Metroid Pinball* any time soon...



WE ASK A 1,000 GAMERS..

Our survey said: "Ooh numbers!"

JAPANESE NEWS AGENCY C-News polled 1,000 Japanese DS owners about their likes and dislikes, favourite colours... then told everyone the results. So let's share them with you.

The results are surprising, especially the fact that most people had bought the *Brain Training* games, preferring to tax their brains rather than draw clouds for Baby Mario, but maybe this shows the more adult demographic that the DS is enjoying in Japan.

Another strange thing is that 30 per cent of those asked were concerned about the games released on the DS rather than the two screens and touch screen aspect of the machine. But this could be seen as a good thing as they're seeing through the gimmicky nature of the console.

There was a marked difference in what men and women preferred. Men wanted strategy games that they could play alone for ages, while women

WI-FI IN MCDONALDS

Super-size my Wi-Fries

MCDONALDS, THE FAST food conglomerate that has tentacles stretching around the world, choking the hearts of the lazy and ignorant everywhere, is offering a free Wi-Fi service for the DS. In America.

The service is expected to start this month with nearly 6,000 outlets participating. It seems pretty simple – just turn on the DS and then cover your touch screen in grease as you take on other burger-munchers at the game of your choice. McDonalds already offers a Wi-Fi connection for the usual wireless internet tools, but charges for it. It's only \$2.99 (around £1.70), but have you ever felt the need to check your emails while eating a soggy burger and even soggier fries? Then again, has anyone ever tried to play a game while gorging on a Fillet O' Fish? And how would you



deal with your bloated reflection as the DS bounces the harsh fluorescent lights back in your face? "I could get a salad." Shut up.

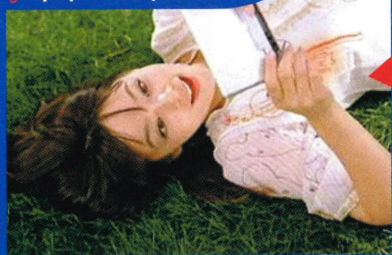
A company called Waypoint is supplying the service and Nintendo's Regginator (who looks like he eats Big Macs whole) reckons, "this agreement with Wayport will bring countless people together to play games in a single, simultaneous wireless community."

There's been no word on whether this service will make its way over to the UK, but there have been tests carried out in several countries to see whether it would be viable. **CUBE** can honestly say we don't really care for playing games, with watered-down Coke and gangs of families out for their kids' weekly treat.



wanted light-hearted games to dip in and out of. Women wanted to play alone as well – it seems nobody wants someone looking over their shoulders. Still, you have to wonder how this will change with the Wi-Fi games.

Leave her – she wants to play alone, by herself.



STRANGE, BUT TRUE

NOT JIPPED

We got one! A new staff writer is starting this month. Thank whatever god he believes in. It'll almost be like having a whole team again. Ah, those were the days.

HANDS ON Accessories TID BITZ

MARIO KART TOUCH PEN

You want this, don't you? Of course you do. Even though you barely use the touch screen when playing *Mario Kart*, there's something inside that's making you ache for a pen (that doesn't even write) with a Mario kart stuck on top, isn't there? Well tough, you can only pick one of these up from Nintendo's Japanese site and it costs 150 points. Unlucky. Click on www.nintendo.co.jp to gawp at it.



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4				6	7
				9	

MORE NUMBERS!

But this time in squares. Mastiff has announced that it will be creating a *Sudoku* game for the GBA. *Sudoku* is that puzzle thing where you have to put numbers into a square and they're not allowed to touch and you're not allowed to use the same number twice and... stuff. Adults love it and every newspaper has one on its tea-break page. We don't reckon it's worth the effort, but your ma might like it.

MARIO PAINT DS

Nintendo is working on a *Mario Paint* title for the DS. It was supposed to let you draw and paint as well as animate and let you write some tunes, all in one package. Then someone pointed out that these were three separate things and more money could be extracted from kids by releasing them individually. So look forward to *Mario Paint*, *Mario Animate* and *Mario Music**. For shame, Nintendo, for shame. (*Titles made up by us.)



NOT TIRED OF DOGS?

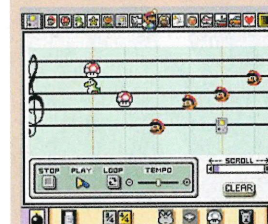
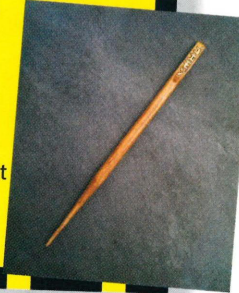
Then get some of these Gamer Graffix *Nintendogs* skins. Simply stick them on your DS and then everybody will know what kind of game you like to play and what your favourite dog is. They're \$9.99 (£5.60-ish) from amazon.com. Go on take a peek...

ORGANIC STYL

Awesome Forum members Rebs and Numpty have been busy making these classy wooden styli. They're much bigger and smoother than that unsightly plastic shard that comes with the DS, some have even suggested that they're also more accurate. They come in either light or dark wood for £4 and for only an extra £2 they'll even paint your name on it. If you want one (and you do) send an

email to wooden.styli@virgin.net. Any method of payment is acceptable, but

PayPal does charge an additional 40p or 60p for plain and painted sticks respectively, to cover its fees. Not even Ikea has these yet.



ELECTROPLANKTON

Yes! We weren't sure if this was going to be released over here but... it is! Well, it should be – it's coming out in America on 6 January. So even if it doesn't we can import it and it's in English, which doesn't really matter because there's hardly any Japanese text in it anyway. *Electroplankton* is that music sort of game, but it's totally relaxing or, if you want, totally noisy. Ahh we love it and we need another copy since those dirty thieves on *games™* nicked ours.



TOUCH ZOMBIE

Resident Evil: DS

OR RESIDENT EVIL: *Deadly Silence*, to give it its full title, is coming to the DS complete with blood-splattered screens and,



hopefully, some really rubbish voice acting to go with it.

Unfortunately, it doesn't look all that hot – but if you think about it, it looks like the original PSone game with all the fuzziness and harsh angles. It is rumoured that it will play like *RE4* in full 3D rather than the turning on the spot and moon-walking of the original, but this sounds like wishful thinking.

Of course, with this being on the DS there are some innovative touches. The action takes place on the touch screen and, as this shot shows, the screen will get covered with blood (yours by the looks of it, when you get chomped on the neck by some undead monster) and you'll have to wipe it away to get a clear view of the thing devouring your



shoulder. Also, the action switches to a third-person view when you take the knife out, letting you hack the decaying faces of the Michael Jackson look-alikes while you save precious bullets.

Deadly Silence will use the wireless multiplayer function which is very intriguing – will there be a co-op mode or even a battle mode? We don't know, nobody tells us anything, but once we do you'll be the third person we tell... Well, you're never in when we call.

SUPER PRINCESS PEACH

Looking sweet, like her ass

MORE SCREENS OF *Super Princess Peach* are floating about at the moment and here is one of them! Thankfully, we chopped off the top screen that just shows her face, there doesn't seem to be much going on with that, though maybe you can apply some make-up to her and make her look like a transsexual. While embarking on her adventure to rescue Mario, Luigi and Toad, the Mushroom Princess is aided by her umbrella, which we're assuming is downright magical. She should be able fend off even the nastiest of Koopa Troopers and, of course, there's probably going to be some bit where she has to float through the air Mary Poppins style.

 Go on Peach – bust 'em up, bust 'em up!



So far, precious little detail has emerged as to which DS functions will actually be used in the game and we still can't read that website from last month – the Japanese lessons obviously aren't coming on all that well.

ARCHAIC SEALED HEAT


ASH is looking hot

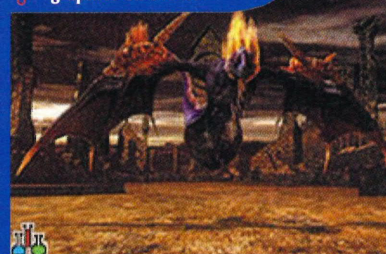
CHECK OUT THESE


screens. Then look at *Resi Evil* again. Back and forth, back and forth... now stop – you'll get dizzy. One looks amazing, the other a bit shoddy. But that's the magic of pre-rendered CG.

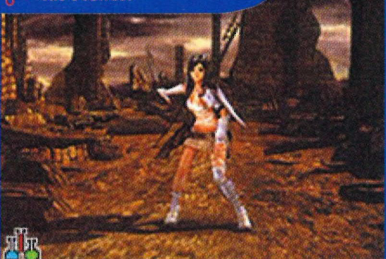
ASH is a strategy RPG with the tactics and levelling up you'd expect but with super visuals. Using the stylus, select units and move them on the map before sending them to battle as you fight the good fight as Queen Aisha armed with a gun with various sword attachments – *Gunblade!*

It's not finished, but with screens this good it's one to keep both good eyes and your third squeezed eye on.

 Finally – some amazing graphics on the DS.



 But they are just glorified cut-scenes.



WIN WIN WIN! WINNING > SPENDING

Win Bubble Bobble Revolution

HERE'S YOUR CHANCE to prove Retro Darran wrong. Last month he said that this was only good for the original arcade game that comes included on this. If you do win can you write to Darran and tell him he's too damn retro for his own good and that he'll never beat Tim at *Street Fighter* again? Thanks.

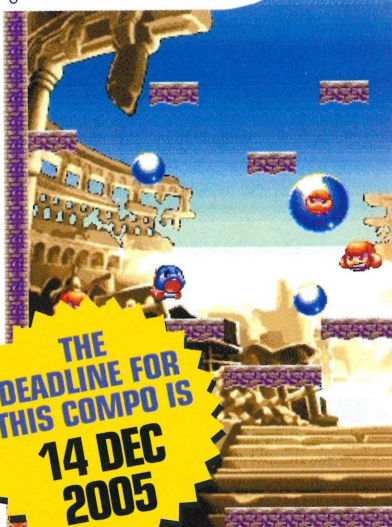
To win one of five copies of *Bubble Bobble Revolution* answer this question:

QUESTION: BUB AND BOB REGULARLY TAKE PART IN ANOTHER GAME, WHAT IS IT?

- A) BUST-A-MOVE
- B) BUST-A-CAP
- C) BUST MILES' FACE

To win yourself a copy of *Bubble Bobble Revolution* write your name, address and answer on a postcard or a stamped addressed envelope and send it in to the usual address marked Darran Sucks At *Street Fighter* Competition or email all that to cube@paragon.co.uk.

"Bubble Bobble, Bubble Bobble! Bubble Bobble, oh!"



THE DEADLINE FOR THIS COMPO IS 14 DEC 2005

HANDS ON Rumours

BOKEN NO BEET
YOU MAY CALL IT VANDAL BUSTER DS OR BEET DS. WE'RE NOT SURE WHAT TO CALL IT YET OR EXACTLY WHAT IT IS, BUT THE DS IS BECOMING HOME OF THE RPG (CHECK OUT THE OTHER ANNOUNCEMENTS). IN THIS ONE YOU CREATE A TEAM OF BUSTERS WHO CULL MONSTERS FOR CASH!



LOSTMAGIC
SEE, ANOTHER RPG. THIS ONE FOLLOWS A 14-YEAR-OLD LOOKING FOR HIS PARENTS IN A WORLD OF MONSTERS. JOINING HIM ON HIS QUEST ARE SOME WITCHES AND WIZARDS. IT SEEMS A BIT WORDY. IT'S GOING TO TAKE AGES TO TRANSLATE.

TINGLE RPG
ZELDA'S MOST-HATED CHARACTER IS GETTING HIS OWN RPG QUITE HOW TINGLE WILL SURVIVE A WHOLE GAME WITHOUT DYING IN A GRUESOME WAY IS BEYOND US.



MARIO BASKET 3V3
NOT CONTENT WITH STINKING UP NBA STREET V3, MARIO IS BACK DRIBBLING BALLS AND SHOOTING HOOPS IN MARIO BASKET 3V3. THE ONLY GOOD NEWS IS THAT THIS IS BEING CO-DEVELOPED BY SQUARE ENIX. AND WE LOVE SQUARE ENIX, SO THERE.

SHIZZLE

DS RPGS

There was an awesome announcement just after we went to press last month – there are absolutely loads of RPGs coming to the DS. We can't wait for them to be made. Then we can't wait for them to be translated. But we have to, but we can't! Conundrum, innit.



MCMARIO

McDonald's 'restaurants' in America will provide Wi-Fi hotspots for the DS, so bovine America can indulge in Big Macs and greasy touch screens. There aren't any details of the service making it to the UK yet but that's fine and gives us a chance to put in another Bill Hicks quote: "Don't eat it! It's s**t!"



BANDWAGON JUMPING

Dogz and *Pocket Dogs* are coming to the GBA. Why? What's the point? They're never going to be as good as *Nintendogs*. Why don't they just sod off and get their own ideas. Stupid-looking big-nosed dogs.



TROLLZ

Spunky trolls that are like Bratz, and not the old hair-brushing ones? Oh, they have a cartoon show. Yay for marketing! Eejits.

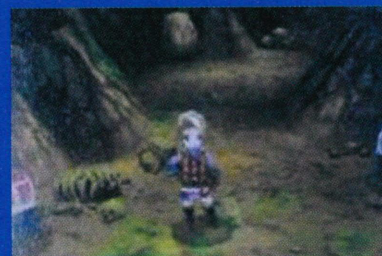


HANDS ON Updates

Catch up on all the latest news...

FINAL FANTASY III

Next month we'll be bringing you a special feature of *Final Fantasy III*. With its shiny new polygons and *Crystal Chronicles* looks, this is the DS RPG we've been gagging for. Even better so far we don't know what the plot is as it's never been released over here! Come on next month! Here have a screen.



NIZZLE

YU-GI-OH! NIGHTMARE TROUBADOUR

The king of games! **MUCH LIKE POKÉMON**, *Yu-Gi-Oh!* is one of those ultra-successful Trading Card Games (TCG) that's perhaps now better known for its other incarnations such as cartoons or videogames.

Nightmare Troubadour however, is the first *Yu-Gi-Oh!* game that even comes close to capturing the depth of the TCG.

First you're given a starter deck and can then study the rules of the game in the shop training area. When you're ready to do battle you can search the city for opponents to duel. This is implemented nicely: as you drag the stylus over the map, the circle that you're moving glows red once you've found another duellist. You can battle all the characters from the anime series and each has different strengths and weaknesses. All battles begin with a round of Rock Paper Scissors to decide who goes first – then the fun starts.

The game is played like the real card game (although new rule changes are not included in the game due to the timing of the release). Each player must play through drawing cards, summoning monsters, casting spells and setting traps to try to catch out their opponent.

Of course, the idea is to attack your opponent's Life Points directly and by killing all their monsters on the field you can hit them with your High-powered Monsters and Fusion Monsters.

At the end of every game your points are totalled and you'll earn experience and KC Points that can be spent at the local shop. The only items you really need to buy are new cards and there are loads to collect – each booster pack contains five cards and these cost just 150KC Points. You can then use these cards to tweak your deck and get ready for the tournament.

Nightmare Troubadour is incredibly easy to play; the DS is the perfect console as the two screens have been used well to enable user-friendly controls but also to allow you to read all the information on the cards. There's loads of fun to be had building new decks, and fans of the game will feel right at home with the way the control system works.

At times the game does become extremely repetitive as you find yourself battling the same characters over and over until you've earned enough



experience to move on. That said, there are 38 characters to battle and loads of cards to collect so this could keep you busy for a very long time.

RUSS

HANDS ON Verdict

GRAPHICS

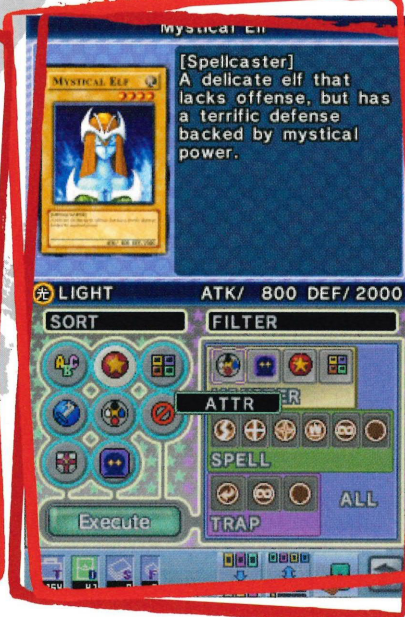
Crisp and clear with good use of the dual screens for displaying card information.

AUDIO

Great if you like to batter your eardrums with the same repetitive music over and over again.

FINAL SCORE

8.0



LOST IN BLUE

Gonna die!
Gonna die!
Gonna die!



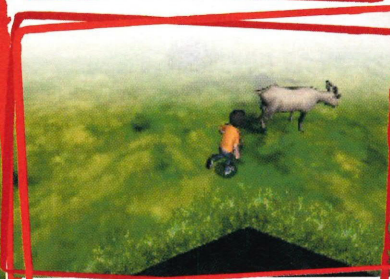
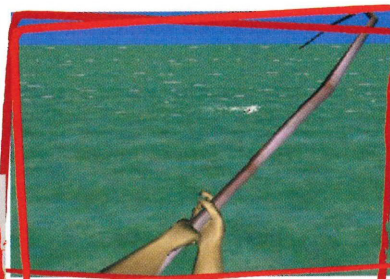
THIS GAME REALLY is great. It's been a heck of a long time since we played a videogame that induced this much panic (apart from *Nintendogs*, when our dog tried to eat the rubbish on the street... okay, maybe not). The constant struggle for survival, especially in the first couple of days, hikes up the tension incredibly and sees you scrabbling about on your hands and knees, scraping your nails in the sand, trying desperately to dig up a clam to eat. You've already tried the mushrooms that are growing on the island and they nearly killed you. Arrgh! Help! Ma!? Please...

Basically *Lost In Blue* is the *Survival Kids* series brought over to the Nintendo DS. It concerns the exploits of two kids who are washed up on a desert island – without a record player – and their attempts to explore and get off the island (and with each other! Ah, not really.) Keith and Skye are the sole

survivors after a disaster at sea and it's up to you to keep them both alive by feeding them and preventing them from dehydrating. Then, survival instincts kick in and you're spearing fish, making ropes, hunting, fishing and shoot... well, not shooting, that's a bit advanced. But it's the rapidly diminishing health bars – hunger, strength and thirst – that make you panic. If your strength goes down you can't run, and when your stomach is empty and you're still miles away from your cave you'll be willing yourself on if... you... can... just... make... it.

That's not to say that things can't go well, you'll just need to plan ahead. Maybe spend a day collecting food for the next day, making trips to the river to stock up on drinking water and finding materials for making furniture and ropes. You'll also need to maintain your stocks of wood so that the damned fire doesn't go out again.

Then you reach a plateau – metaphorically and geographically. After a bit of exploring with Keith leading Skye *Ico*-style the island opens up and there are many secrets to discover about the ancient civilisation that was native to the island. Your next challenge is to delve deeper into the island, keep the kids alive and eventually find a way off the island without resorting to *Lord Of The Flies* anarchy.



There's just so much going on and so much to think about in *Lost In Blue*, that this game will keep you busy for an age, and there's also another adventure to complete after the first one...

TIM

HANDS ON

Verdict

GRAPHICS
The kids have massive heads – no wonder it takes so much to feed them.

AUDIO
Atmospheric ambience and some convincing sound effects, it's like being there!

FINAL SCORE

8.2

INFO

PUBLISHER: KONAMI
DEVELOPER: IN-HOUSE
PLAYERS: 1

DUAL SCREEN: [thumbs up] [thumbs up] [thumbs up]
MICROPHONE: N/A
WI-FI: [thumbs up] [thumbs up] [thumbs up]
TOUCH SCREEN: [thumbs up] [thumbs up] [thumbs up]

NOV 05 OUT NOW OUT NOW



FIFA 06

It's a game of two screens!

HANDS
ON

INFO

PUBLISHER: EA SPORTS

DEVELOPER: IN-HOUSE

PLAYERS: 1-4

DUAL SCREEN

MICROPHONE

WI-FI

TOUCH SCREEN



25 NOV 05



TBA



TBA

SEEING AS HOW football is our national sport and everything, you'll be relieved to hear that EA Sports has managed to squeeze just about everything you could possibly want into this officially licensed footy title. *FIFA* has always been the market leader for football games on any console and although some may argue that *Pro Evolution Soccer* has a better feel and sense of skill, *FIFA* is always the game that flies off the shelves.

Having the official licence means that this game features all of your favourite clubs and that the team roster for every team is perfect (no Terry Henrys playing for Arsenal Wanderers, then). However, this only amounts to the names being accurate as the screen action is so small that in the end you probably couldn't tell most Premiership stars from the bearded guy behind the till who sold you this magazine.

FIFA 06 itself is reasonably quick and playable, but because the touch screen hasn't been used and you could quite easily play this on a Game Boy Advance SP. The lower screen simply displays the field map showing the

players' positions while all the action takes place on the top screen meaning that there's very little need to even glance down at the lower screen while you're playing. Still, the game control is forgivingly basic and if you've played any other *FIFA* football games you'll feel instantly at home with the button layout and control.

There are several game modes here, including basic leagues and tournaments plus a challenge mode where you can replay famous games and try to match the original outcome of the game. This is all very well, but where *FIFA 06* really shines is in the multiplayer mode where you can play against a friend using the wireless link – what's more, you'll only need one copy of the game between you. You can even have a four-player *FIFA* session but that does mean you'll need four copies of the game.

As portable football games go, *FIFA* is probably the best of the bunch – but that's not saying much really. The screen is so miniscule that you'll find your eyes starting to punish you after just a few games, and anyone who's played the

game on the GameCube or PlayStation2 will also find it infuriating that you simply don't have any control over free kicks and are unable to pull off special skills during the game. Overall this is a fairly basic football game that will offer you a little enjoyment at first but will soon become dull once you've mastered the shooting and tackling.

RUSS

Verdict

GRAPHICS

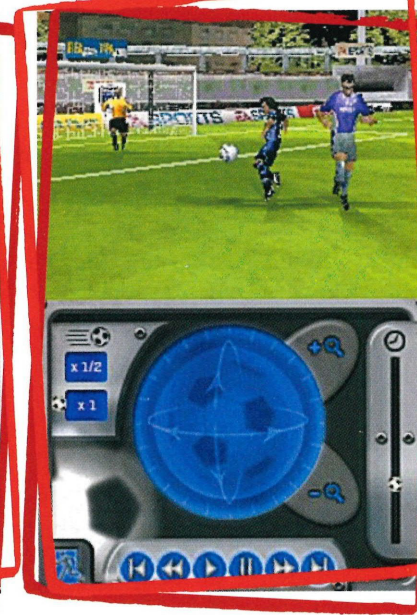
Reasonable graphics – a little too small to offer a real gameplay experience. Your eyes will hurt.

AUDIO

The soundtrack is fantastic: there's pop music, good crowd noise and commentary throughout.

FINAL SCORE

7.5



ALIEN HOMINID

Mario is dead,
long live Alien
Hominid

WHEN **ALIEN HOMINID** appeared on the GameCube earlier this year it was a breath of fresh air. It looked simple (albeit absolutely beautiful in its own chaotic way), it was laced with more humour than Keith Chegwin's 'Big Book Of Puns' and, above all, it was ridiculously good fun to play.

Borrowing several chapters from the *Metal Slug* rulebook (as opposed to lifting the odd page) *Alien Hominid* was bold, brash and incredibly addictive. Little wonder then that it received an impressive 8.9 within these hallowed pages and still gets taken out most weeks for a damn good hammering.

As great as *Alien Hominid* was, though, there was something about it that didn't sit right, and it wasn't till we played through Tuna Interactive's ace GBA conversion that we realised what that was. The GBA, GBA SP, GB Micro or whatever the hell it is that you're currently using for your handheld fun



needs more games of this calibre. Like a desert needs rain, like a town needs a name, the GBA needs love and *Alien Hominid* can provide this in spades. If you thought this game impressed on the GameCube, you'll be stunned by how well it complements Nintendo's venerable handheld.

For starters, it looks stunning – more so if you're lucky enough to own a Micro – and even a cynical git like Tim was moved to tears by *Hominid*'s simplistic beauty. Tuna Interactive has crammed most of GC *Hominid* into a tiny GBA cart, and while not exactly the same (there are less levels, for instance) the results are nevertheless impressive.

This is essentially the GameCube game in your hand, and the ability to break out into a quick flurry of frenetic blasting is wonderfully gratifying. Fans of *Metal Slug Advance* will have found themselves a perfect bedfellow and even the most cautious of gamers should try taking *Hominid* for a spin, as

it delivers an experience that few other recent GBA games have achieved.

This is pure gameplay, nothing more and certainly nothing less. All that made the Cube version so enjoyable has been perfectly recreated and the end result is nothing short of awesome. Sure, it gets tricky, bullets can still be hard to dodge, and it's not exactly deep, but as an unbridled gaming experience *Hominid* has no equal.

DARRAN

HANDS ON
Verdict

GRAPHICS

Staggering animation, tons of humour, and vivid colours – everything your GBA could ask for.

AUDIO

Cool ditties are enhanced by some suitably over-the-top sound effects.

FINAL SCORE

8.6



GUNSTAR FUTURE HEROES

Forget ninja turtles, we'd have these heroes any day

INFO

PUBLISHER: SEGA

DEVELOPER: TREASURE

PLAYERS: 1



OUT NOW

OUT NOW

OUT NOW

IT'S BEEN A bloody good month for GBA shooters. Not only has *Alien Hominid* turned out to be extremely satisfying, but Treasure has managed the impossible and created a sequel to *Gunstar Heroes* that's nearly as good as the original. Granted, it's taken over 13 years but, considering the end product, we're hardly complaining.

While *Alien Hominid* has impressive visuals, the graphics in *Gunstar Future Heroes* look incredible and push the GBA to its limits. Every single sprite is beautifully animated in battles against some incredible-looking backdrops. Explosions and laser fire erupt from every corner of the screen and slowdown is virtually non-existent. Treasure may have impressed us with *Astro Boy*'s looks, but this is something else and we had to keep rubbing our eyes, such was our disbelief.

For all its technical wizardry, *Gunstar* really impresses when you meet the game's varied bosses. Granted, you'll have battled against quite a few of them in the Mega Drive game (its

similarity to the original Sega classic is one of *Gunstar*'s few low points) but they still look amazing and will have you gasping with delight.

Sound is of a high standard and is enhanced by remixed tunes from the original. This is also true for some levels, with many of them being loving nods to games of long ago. *Afterburner*, *Flicky* and *Thunder Blade* are just a few titles on the receiving end of faithful homages, and keen players will spot more. Still, the for the first run through, you'll miss all but the most obvious references as *Gunstar* grabs you by the short and curls and refuses to let go.

It's not nearly as hard as the original but there's so much going on that you'll find yourself trying to catch your breath and nursing sore thumbs. *Future Heroes* is pure adrenalin from start to finish and even once completed, time trials and the ability to play as a second character ensure that there's still plenty to do.

Sadly, it's not all good news. Treasure has neglected to include a simultaneous two-player mode, and the inclusion of a

save feature means that the game can be completed very quickly. Niggles aside, *Gunstar Future Heroes* is the best blaster currently available for Nintendo's handheld – another notch on Treasure's already heavily marked belt.

DARRAN

All of Gunstar Heroe's original heroes and villians return and look miles better!

Gunstar Future Heroes is full of homages to past Sega titles.



HANDS ON Verdict

GRAPHICS

Incredible visuals. Despite all the action, slowdown is virtually non-existent.

AUDIO

Superb tunes and brash effects beautifully combine to create a wonderfully solid package.

FINAL SCORE

8.9

DR MARIO & PUZZLE LEAGUE

Two in one – and you're lucky, Pierre

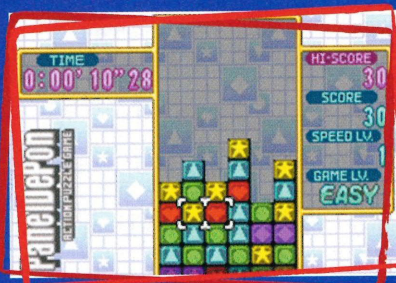
TWO PUZZLE GAMES for the price of one – that's a great deal, especially if you're waiting for something to cook in the oven or if an advert break comes on the telly and you just can't bear Linda Barker's sofa/cut-price electrical goods-hawking face any more. Both these games manage to fill up the time quite well without drawing you in to a huge, finger-cramping gaming session.

It doesn't matter how well you do or how far you get with them, it's just your

score you're trying to beat and you probably won't care too much about that. Just turn it off, take your chips out of the oven and hope not too many of them are burnt. Well, oven chips are like that – either soggy or rock hard.

Dr Mario is okay but a little difficult – it makes you think on your toes. But the winner is *Puzzle League* with its switchy-blocky gameplay. Both have Versus modes so you can link up with a friend or, like us, play against the computer – but that's annoying as it's better than us.

TIM



HANDS ON
Verdict

GRAPHICS

Like the (S)NES versions only tiny! A good thing for people with small eyes.

AUDIO

There's a tune on *Dr Mario* called Cube – it's the worst one of the selection, ooh.

FINAL SCORE

7.2



INFO

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PLAYERS: 1-2



4 NOV



OUT NOW



28 NOV



MARIO TENNIS POWER TOUR

"Go, Tim! Come on, Tim! Och, Tim!"

IT'S WINTER. WINTER, tennis, tennis, winter. Winter-tennis! Oh, they do go together after all. As for RPGs and tennis? Hey, they go together too! *Mario Tennis Power Tour* is an RPG filled with your favourite Mario characters playing tennis against you. You bat a ball back and forth over a net to try and score hit points against your opponent. Of course, they're trying to do the same, but with clever use of the **A** and **B**

buttons you can unleash a top spin attack or an unstoppable smash attack.

Levelling up works too as with each battle you earn experience points that can be used to upgrade your stats. And there are side-quests which are pretty wacky, including running on a treadmill and bashing blocks with your head. These let you in on the back story of the two main characters Nerty and Tabby as they try to defeat Sin... oh wait, that's *Final Fantasy X*. Unusually for an RPG you can link up with three other adventurers for a spot of doubles.

TIM



HANDS ON
Verdict

GRAPHICS

Nice wee sprites that are well-animated. Not enough dragons for an RPG if you ask us.

AUDIO

The music is really inspiring while the sound effects and grunting are atmospheric.

FINAL SCORE

8.0



INFO

PUBLISHER: NINTENDO

DEVELOPER: CAMELOT

PLAYERS: 1-4



DEC 05



OUT NOW



DEC 05



DIRECTORY

Got a new DS? Got a big wad of cash to spend on games to play on it? Well here they all are, along with exactly what we thought of them. Good, eh?



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Animaniacs: Lights, Camera, Action! <i>Awful, awful useless game.</i>	Ignition Entertainment	Warthog	1-4	50	IMPORT	4.8
■ Another Code: Two Memories <i>A fun point-and-clicker, that's a bit too easy.</i>	Nintendo	Cing	1	47	PAL	7.8
■ Asphalt Urban GT <i>Dull arcade racer that forgets there's a touch screen.</i>	Gameloft	In-House	1-4	41	IMPORT	4.1
■ Atari Retro Classics <i>Rag tag collection of dubious classics.</i>	Atari	In-House	1-4	44	PAL	6.0
■ Bomberman DS <i>Too slow, but still a great multiplayer.</i>	Ubisoft	Hudson	1-8	47	PAL	7.2
■ Bubble Bobble Revolution <i>The original arcade game is better, and it's on here as well.</i>	Rising Star	In-House	1-2	51	PAL	6.7
■ Castlevania: Dawn Of Sorrow <i>Pretty good vampire culling, not so good touch screen use.</i>	Konami	In-House	1	50	IMPORT	8.9
■ Chou Shittou Caduceus <i>Top surgery sim – cut people open!</i>	Atlus	In-House	1	50	IMPORT	8.1
■ Daigasso! Band Brothers <i>Make plinky-plonky tunes with your friends.</i>	Nintendo	In-House	1-8	43	IMPORT	8.9
■ Devilish <i>Keep rollin', rollin', rollin' until bored.</i>	Star Fish	Genki	1	47	IMPORT	5.1
■ Dig Dug Digging Strike <i>It's better than actual digging!</i>	Namco	In-House	1-2	51	IMPORT	6.9
■ Electroplankton <i>Make plinky-plonky tunes on your own!</i>	Nintendo	In-House	1	45	IMPORT	
■ Famicom Wars DS <i>It's Advance Wars but double the fun!</i>	Nintendo	Intelligent Systems	1-8	48	IMPORT	9.0
■ Ganbare Goemon: Toukai Douchuu <i>Innovative mini-games, but the language barrier is impenetrable.</i>	Konami	In-House	1	48	IMPORT	5.9
■ Jump Superstars <i>Smash Bros with added bleach!</i>	Nintendo	Ganbarion	1-4	50	IMPORT	7.8
■ Kirby: Canvas Curse <i>Like Touch & Go but a bit faster.</i>	Nintendo	HAL Laboratory	1	45	IMPORT	8.4
■ Lunar: Genesis <i>It's not very good but it's a start! (For RPGs on the the DS.)</i>	Rising Star	Game Arts	1	51	IMPORT	6.2
■ Nanostray <i>The finest shmup the DS has to offer.</i>	Majesco	Shin'en	1-2	49	IMPORT	7.6
■ Meteos <i>Addictive little puzzler that makes you want to play it more!</i>	Bandai	Q Entertainment	1-4	45	IMPORT	9.2
■ Mr Driller: Drill Spirits <i>A good little puzzler that doesn't work well with the stylus.</i>	Namco	In-House	1-4	43	PAL	7.0
■ Ossu! Tatakae! Ouendan <i>Superbly crazy music mashing.</i>	Nintendo	iNiS	1-4	50	IMPORT	9.1
■ Pac 'N' Roll <i>Tries really hard but it turns out it's not much fun.</i>	Namco	In-House	1	50	IMPORT	6.2
■ Pac-Pix <i>Not such a good little puzzler, but Pac-Man's in it!</i>	Namco	In-House	1	45	IMPORT	6.9
■ Nintendogs <i>Like sniffing the crotch of gaming Heaven.</i>	Nintendo	In-House	1-4	46	IMPORT	8.7

Adventure/RPG

Puzzle/Party

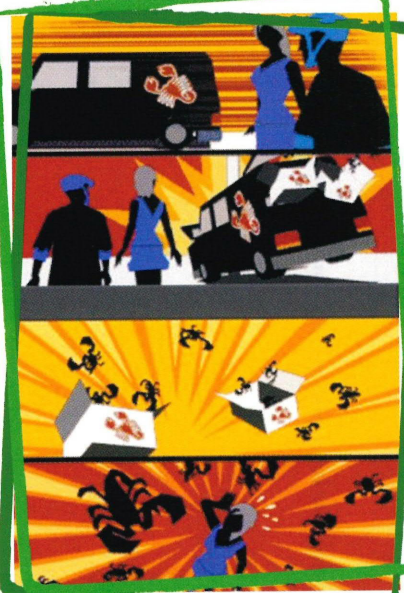

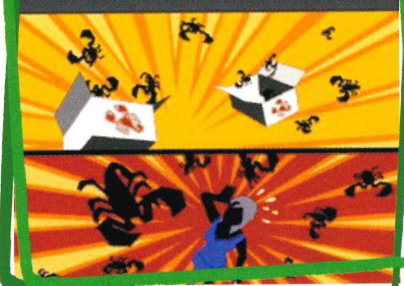
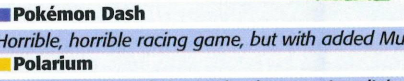
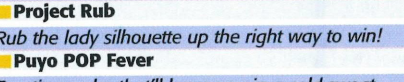
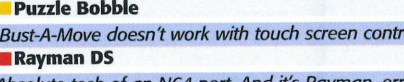
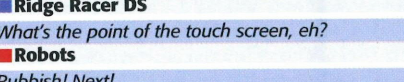
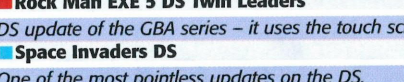
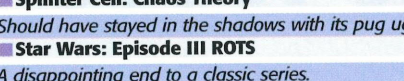
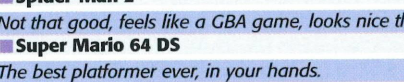
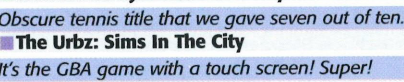
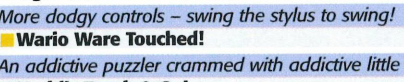
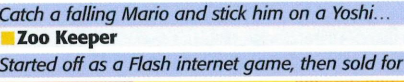
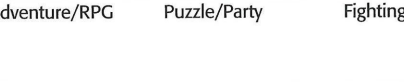

Fighting

Sports

Racing

Shoot-'em-up

Action

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
	Nintendo	Ambrella	1-6	41	IMPORT	4.0
<i>Horrible, horrible racing game, but with added Munchlax.</i>	Nintendo	Mitchell Corporation	1-2	43	PAL	8.0
	Sega	Sonic Team	1	43	PAL	7.3
<i>Not as addictive a little puzzler than previous little puzzlers.</i>	Atlus	Sonic Team	1-8	46	IMPORT	7.0
	Taito	Cero	1-2	51	IMPORT	6.6
<i>Frantic puzzler that'll leave you in a cold sweat.</i>	Ubisoft	In-House	1	43	PAL	6.0
<i>Bust-A-Move doesn't work with touch screen controls.</i>	Nintendo	Namco	1-6	47	PAL	7.4
	Vivendi	Eurocom	1	44	PAL	6.4
<i>Robots</i>	Capcom	In-house	1-2	49	IMPORT	5.6
<i>Rubbish! Next!</i>	Taito	In-House	1	45	IMPORT	4.9
	Ubisoft	Ubisoft	1-2	47	PAL	4.5
<i>Absolute tosh of an N64 port. And it's Rayman, errgh.</i>	Ubisoft	In-House	1-2	46	PAL	6.9
<i>DS update of the GBA series – it uses the touch screen!</i>	Activision	Vicarious Visions	1	43	PAL	7.2
	Nintendo	In-House	1-4	43	PAL	9.3
<i>One of the most pointless updates on the DS.</i>	Konami	In-House	1-4	44	IMPORT	7.0
	EA	Griptonite	1	43	PAL	6.6
<i>Should have stayed in the shadows with its pug ugly graphics.</i>	EA Sports	EA	1-2	44	PAL	7.8
	Nintendo	In-House	1-2	43	PAL	9.0
<i>A disappointing end to a classic series.</i>	Nintendo	In-House	1-2	43	IMPORT	8.6
	Namco	NSTC	1-6	43	PAL	7.1
<i>Not that good, feels like a GBA game, looks nice though.</i>						
						
<i>The best platformer ever, in your hands.</i>						
						
<i>Obscure tennis title that we gave seven out of ten.</i>						
						
<i>It's the GBA game with a touch screen! Super!</i>						
						
<i>More dodgy controls – swing the stylus to swing!</i>						
						
<i>An addictive puzzler crammed with addictive little puzzlers.</i>						
						
<i>Catch a falling Mario and stick him on a Yoshi...</i>						
						
<i>Started off as a Flash internet game, then sold for £30.</i>						



Adventure/RPG

Puzzle/Party

Fighting

Sports

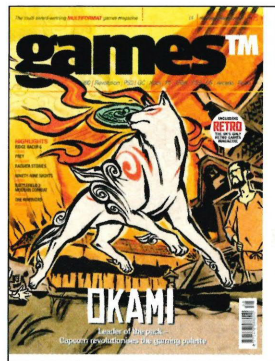
Racing

Shoot-'em-up

Action

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RIMESPLIN
TERCELLALIE
NHOMINIDGOD
OFWARPRINCEOF
PERSIAZOOKEEPER**

Bringing videogames into focus



- 180 pages of essential gaming
- Written by gamers for gamers
- 32 pages dedicated to retro games every month

Issue 38, on sale 3 November

The multi award-winning multiformat magazine – available from WHSmith and other good newsagents or call for a copy direct on 01202 200200.

NETWORK

It's another jam-packed Network! It's packed with raspberry jam this time...

VIEWPOINT

90 None of your letters came packaged with jam, which was a shame as we had the crumpets all ready and everything.

CHEATING MONKEYS

98 The monkeys said they like banana jam, then they cried when we told them it didn't exist – just like Chandra!



BEAT THE WORLD

Sometimes we like to put 'off' in the title. Well y'know, it's funny!

96

VIEWPOINT

GET IN TOUCH
Send your letters to us at the address below. We'll be happy to hear from you. We'll be happy to hear from you. We'll be happy to hear from you.

EMAIL
Send us your letters at the address below. We'll be happy to hear from you. We'll be happy to hear from you. We'll be happy to hear from you.

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FAX
Send us your letters at the address below. We'll be happy to hear from you. We'll be happy to hear from you. We'll be happy to hear from you.

FORUM FRENZY

Who's in the User Profile this month? You'll have to read the page to find out!

94

ULTIMATE SPIDER-MAN

102 Got some artwork that you haven't unlocked yet? Get in here then, we found it all. Sigh.

REGULARS

BEAT THE WORLD

96 Sometimes we like to put 'off' in the title. Some other times we like to re-use our hilarious jokes.

ACTION REPLAY

100 Codes are awesome – that's why we put them on this page.

THE DIRECTORY

122 Who wants to know what Miles' top five games are? Just one guy? Oh well. Read some of the other stuff then.

BACK ISSUES

128 This page is really handy, but it means we have to go all the way to the basement to get them for you. Thanks!

NEXT MONTH

130 Who knows what next month will bring, War, famine, natural disasters, some more GameCube and DS reviews? Who knows.

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VIEWPOINT

Exercise your
right to write

QUESTIONING ZELDA

I have some questions about *LOZ: Twilight Princess*. They are:

1. When is it due out in Australia (which is where I am now)?
2. In Issue 47, in the in-depth for *Legend Of Zelda*, the information bit at the start says there are 1-2 players?
3. When is the timeline in the game?
4. If I played a GC game on the Revolution, would the graphics be better?
5. When is the Revolution out in Australia?

Thanks.

LUKE PEVERELLE, MELBOURNE

PS: Why has Tim stopped wearing sunnies?

CUBE: 1. Well, the European release is set for June so we presume Australia will get it about the same time. 2. Ooh, mistake, us bad. 3. No idea. 4. No. 5. See question one.

POINT THE FINGER

I seriously hope I've missed some kind of joke here because otherwise that Yanks arse-licking article [Vanishing Point, issue 50] was written by a cretin. I will point out just one reason: the writer suggests there's nothing

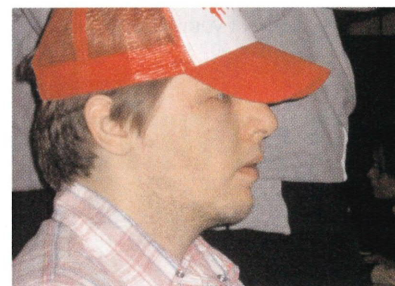
exciting/worthwhile in this country. I suggest three things:

1. The writer should try looking up the British Army, SO19, Hereford and MI6/MI5.
2. The writer should realise that Yanks tend not to live like they do in the films/games. It's fiction, you see. That means it's on the whole not actually real. I wonder how many of the many 'Ops' you see in these games are real?
3. I also suggest that the writer look up the Vanishing Point of a few months ago where the writer says something along the lines of 'Just because it's Japanese, it doesn't mean it's good'. I think the writer should take a hefty dose of his own advice and apply it here.

Don't even get me started on that final comment. Go on, call me anti-American if it makes you feel better. I should be, to balance up all this lip-buttock action you seem to love so much. Idiot.

MIKE

CUBE: Missed the joke? Missed the point? Yes, we rather think you have. Still, you've helped us fill this space on the letters page.



YOU KNOW THE DRILL

I really need some cheat codes and some help for *Mr Driller: Drill Spirits*. I was hoping you could put some codes about getting lots of barriers and getting lots of air back without using your mileage points at the shop. I would send you guys 50 packets of chips each... except for Tim. He will only get one. If I could get my hands on a few cheat codes I would like the mag more than ever. By the way, your mag is so cool and such good quality.

HARRY HUGHES, VIA EMAIL

CUBE: Since it's Tim who decides what cheats we print (after he's wrestled them off the monkeys) maybe you ought to think about upping his chip allowance.



GET IN TOUCH

You've got no excuse not to get in touch with **CUBE**. We're always waiting to hear from you, because we love you!



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To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk



LETTER

CUBE, Highbury Entertainment, St Peters Road, Bournemouth, Dorset, BH1 2JS



TEXT

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Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209335.



FAX

Or you can send your letter to us by fax on 01202 299955.

SHOPACHRONIC

Never-ending store-y

I'm writing this to see if anyone has noticed the same thing I have. Upon visiting game shops, I've noticed that GC stands are getting smaller or don't exist any more. Are they trying to kill off the GC in anticipation of the Revolution? I'm a big fan of Nintendo and I'm starting to get fed up of trawling around shops trying to

find GC games. Is anyone else having this problem?

EMMA

CUBE: GameCube doesn't get as much space as the other consoles simply because there aren't as many games available. We all know it's quality that counts though, eh?





MORE FIONA

Truth stranger than fan fiction?

Long time no email or write! Do you remember me? I'm Flowerstar of Fanfiction.net. I did nine fan fictions. My first Mario fic has 76 reviews and it's called 'A Mario Birthday Party'. I did disclaimers for all my stories and I have two pen-pals from the site called Surferljib and Clario. Me and Clario teamed up to make a joint-fic called 'Mario And Luigi: Eternal Slumber'. We kinda have something in common because we both watch cartoons and we love Kirby and Mario. He told me that he's part Chinese.

Anyway, my birthday is 24 November so my birthday is this month. Yay! I watched *The Super Mario Bros. Super Show!* on DVD. It was awesome! I might get *Mario Kart DS* for my birthday – it looks fantastic! I really wanna play it!

FIONA LI

P.S. Please don't go racist on me!

CUBE: *Happy birthday and, er, when did we ever go racist?*

KING OF THE CASTLE

I was wondering if there was a way to get on top of the castle without getting all the stars on *Super Mario 64 DS*. If so, could you please write them in the mag. I am a subscriber in Australia and if you want to know how that works, the newsagent puts your mags away for me. That's how cool they are. I'm 10 years old and I must get cheats for *Mr Driller* and *Mario 64 DS*.

And could you please send over an Action Replay Max for DS and GBA? I would get your mag for the next 15 years. By the way, the next really kiddy game you have to review, could you give it a three? And last of all, do you know when *Mario Kart Grand Prix* comes out in Australia?

HARRY HUGHES, AUSTRALIA

CUBE: *Nope, there's no way around it. If you want to get on the*

roof, you've got to find all the stars. As for the Action Replay, we're not some sort of charitable organisation here. If we sent you one, we'd have to send everyone else one as well, and apart from anything else, we can't be bothered. And what if the next kiddy game that comes along turns out to be awesome? Finally, we don't know yet, sorry.

COME BACK, TGN

Hi, I'm Kyle (or Metaldude on the TGN forum) and I have a few questions to ask you lucky people.

1. First, this is about the TGN forums. What the hell has happened? It's gone all broken
2. I have heard that Nintendo has delayed *The Legend Of Zelda: Twilight Princess*. Is this true?
3. Why is it that every time someone

puts the word **CUBE** in their letter you always put it in weird bold letters?

Also, on the whole *Super Smash Bros.* thing I agree with you – it is very button-bashy and there's hardly any skill involved, but it's fun if you're having a big multiplayer melee with your mates. But otherwise it's just too short and easy and has you snoozing before you know it.

Lastly, I would like to mention a new website, gamepulse.co.uk. Check out the forums as someone broke TGN (bet it was Chandra).

KYLE

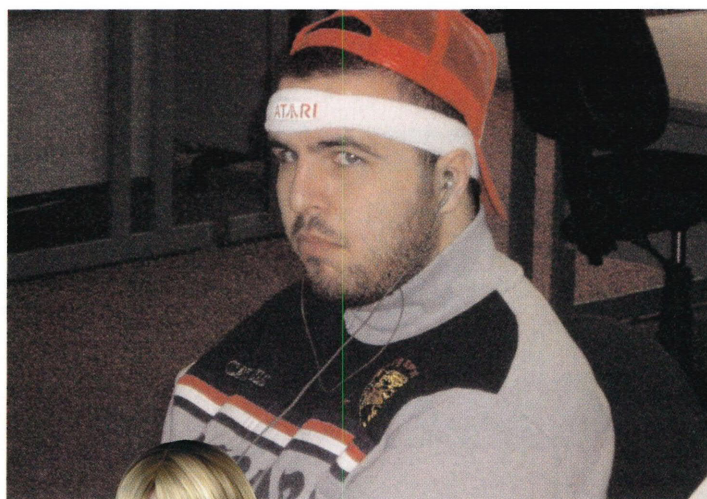
CUBE: *TGN will be back, just not sure when. It probably is Chandra's fault though. Yes, Twilight Princess is delayed, and the bold letters thing is just what we do. Makes us feel important, see?*

GAMECUBE LACKS GUTS

The other day, a guy at my school asked if I had an Xbox, I said no, I have a GameCube. The outcome of this reply was unforeseeable.

"GAMECUBES ARE CR**!
Why the hell don't you get an Xbox?" I explained to him the various reasons,





and he wouldn't hear it. He hated the GameCube for some reason.

"Well, what about *Zelda*, *Metroid*, and all the other great GameCube-only games?"

"ZELDA? ZELDA IS CR**! Its storyline sucks and it's a kid's game!" I pointed out that no, it was not in fact a kid's game, and that its storyline was great. He wouldn't listen.

"Ha! In *Halo* you get a sawn-off shotgun; all you get in *Zelda* is a wimpy little sword,"

"Did it cross your mind that they are two completely different games?"

"It's so cool, blood flies everywhere if you get a headshot on a grunt!" or something to that effect. And then it hit me. The reason he had called *Zelda* a kid's game is that it lacked sufficient gore, blood and violence for his taste.

I ran this past him and he said "Well, yeah." Could this be the reason that everybody

I meet hates the GameCube, that the GameCube-only games lack blood and guts? Whenever I say that I've got a GameCube, people get angry at me in the same way. If you've found another possible reason why everyone hates the GameCube, could you please share.

DR E. GADDOUR

P.S. Will the GameCube memory card be compatible with the Revolution? I don't want to have to start ALL of my games from the beginning

P.P.S. I like your mag.
P.P.P.S. *LOZ: Twilight Princess* looks awesome.

P.P.P.P.S. I didn't get issue 35 – why did you only give *Spider-Man 2* 8.8? It rocks soooo much!

CUBE: Well, *Resi 4* is fairly violent, but yeah, from the outside looking in, a lot of Nintendo games look fluffy and kiddy-friendly which doesn't much appeal to the cool kids on the block. Lucky some of us know better. And, er, why don't you just carry on playing your GameCube games on your GameCube?

HATERS

I am sick of all of these fanboys/girls who keep on writing in brown-tonguing Nintendo – "oh, it's so great, I love Nintendo and Mario, Sonic sucks". These people really annoy me. Especially when they come out with childish immature insults towards other consoles, like gaystation poo. God, I mean how old are some of

these people really? Grow up! I like Nintendo and I may not be the biggest fan of Sonic but you don't see me lickin' crack about it. God. Well, anyway these people need to be put down. What do you think?

JAMES GOODBOURN

CUBE: Yes.

COMPO WOE

I bought your magazine for the first time today. It's a pretty cool read, but I actually picked it up kinda by mistake. My mum went into WH Smith and I was stood in front of the magazine section (damn, it's a big section!) and I really couldn't make up my mind which GameCube magazine I wanted.

See, I'm only 15 and I'm flat broke so I never get magazine subscriptions or anything so I'm kinda inconsistent. I was staring at the shelf so long, trying to choose that my eyes must have blurred. I was reaching for the *Nintendo Official Magazine* 'cause it had a competition to win a free GB Micro but I reached for the magazine with the DVD attached.

I started reading the comic in the car home waiting for my chance to win the new mini console but only realised my mistake at the end of the mag. I enjoyed the new *Zelda* preview, even though they look liked pirate copies (recorded off a large screen with people talking in the background). Now, some other guy asked why you don't do game demos, fair enough they cost a lot of money,



EXTRA EVIL

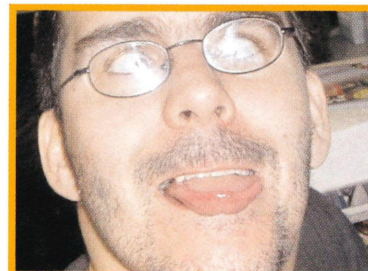
Not quite evil enough

It gets my goat that the Cube always seems to be at the bottom of the list when it comes to extras in games. The PS2 version of *Resident Evil 4* has a five-hour adventure where you play as Ada, and the GameCube only gets the little mission (Assignment Ada). Also the PS2 version gets more costumes and the Laser gun. What is

it with Capcom? Doesn't it like the GameCube or something?

JOE RING

CUBE: Capcom needed to add stuff to get people talking about the game. But while the Ada mission is cool the GC version is better because of the superior graphics.



but where are the competitions? I'm poor! I can't raise £70 for a Micro and I was looking forward to the chance of winning one. Please consider this, you'll get more customers.

TOLU, LONDON

CUBE: *You're right, we have been a bit slack on the old compos of late. Must. Try. Harder.*

PRaise BE

I'm a long-time reader of your magazine. It is really good – you've done some really great reviews like the one of *Tales Of Symphonia*. I love that game. Another game I really like is *Dragon Ball Z* especially *Budokai 2* and I have to say that Kid Trunks does have (light) purple hair. And I wanted to ask if *Dragon Ball Z Sagas* is out over here. And you're all doing a really great job!

BETHANY

CUBE: *No sign of Sagas yet.*

POKÉ IN THE EYE

This is my first letter and I'd just like to say you're doing a great job. The first point I'd like to make is that in your review of *XD: GOD* you said you had a team of Pokémon all at level 50. For shame! I expect a magazine as great as **CUBE** to already have level 100 superpowers. Also, I've seen that the game's starter is an Eevee, or in other words five different elemental evolutions. So, I pose a question: which evolution would you pick? I'd go for Espeon, no questions asked (I'm a fan of Psychic types).

Please respond – I really want to know what other people like best to see if there are any sane people out there who don't like Umbreon, or any other Darks for that matter (come on, anything with that much of an advantage against the mighty and amazing Psychic element deserves hatred). Oh, and one more thing: the fifth Pokémon on my LG team is a level 100 Snorlax! I know you like them.

SAM CUNNINGHAM

CUBE: *Tim reviewed the PAL version in this issue and he evolved Eevee into Jolteon. Check issue 48 for Tim's other 'mon. And yeah, Ryan's awesome.*

HARVEST FOR THE WORLD

I just thought that I would write and let you know what is happening in Australia, and to ask you a few questions. You probably already know, but just in case you don't, about a month ago Midway bought out a developer called Ratbag Games here in my home town of Adelaide. I think that this is its first venture into the Southern Hemisphere.

I'm a huge RPG and adventure fan and have just finished *Skies Of Arcadia*, which in my opinion is one of the best RPG games to be released on the Cube. I am now playing *Baten Kaitos*. I'm really enjoying it but am taking a while to get the hang of the card battle system.

The questions that I wanted to ask are:

1. When the Revolution is released, will you be changing the name of your magazine?
2. I saw on IGN's website that *Resident Evil 5* is being made. Do you know if this will be released on the Revolution?
3. Lastly, do you know what the PAL release date is for the new *Harvest Moon – Poems Of Happiness* as my



wife has finished the first one and is waiting for this to arrive.

Keep up the good work!
ANDREW UNDERDOWN,
ADELAIDE

CUBE: *You'll have to wait and see, but we do have all sorts of exciting plans for Revolution. As for Harvest Moon – no PAL plans at the moment. Sorry.*

SUBLIMINEVIL

I'd like to share a revelation with you. Are you ready? Here it is: Nintendo is EVIL! No, I'm serious! Don't believe me? Get your DS, load up *WarioWare: Touched!* (which I'll assume everyone has, because it's awesome) and find the record player in the Toy Room. Some players might not have unlocked it yet, so please go and do so. Now, select Ashley's Theme and fast-forward the record as fast as humanly possible. After a few seconds, you should hear the words "I grant kids to Hell!". Pretty creepy, huh? Well, that's all from me.

CEZ ROWLAND

CUBE: *Quick, someone call the Daily Mail!*

CRAP CONTROLLER

Revolutionary strife

I have never written before but at the sight of Nintendo's new controller I thought I just had to! As you know, the controller only has an analogue stick that you may have to buy separately from the controller. I think that it's CRAP! I like the old design because it's just like holding a Game Boy or a DS, and is easy to use with two hands opposite each other and not above each other.

Also I like the idea of having all the buttons within reach of a quick jab with the thumb and the analogue connected to the rest of the control system so you can have some sort of support when you're jabbing away and moving the analogue. I want a cool console like the Revolution to have a decent controller, not a TV remote!

Please could you ask if Mr Iwata could make two controllers – his new weird one and another one like the GameCube's controller? When the GameCube was first made the controller wasn't a huge

difference from the Nintendo 64, which was great! It was a cool controller that I love playing games with! If you could do this I'm sure that many other people as well as me will enjoy the Revolution with a controller like the GameCube's and for newcomers and people who like TV remotes they can use the new strange controller. But I'm sure that quite a few people will agree with me that the new controller definitely isn't as good as the GameCube's!

PHILIP TUCK, BENFLEET

CUBE: *There needs to be a standard controller set-up in order for the Revolution to get full third-party support. However, you can bet your bottom dollar (or just your bottom) that the innovative new device will be put to use in some cracking and original new games. Don't knock it until you've tried it, basically.*

TXT LIFE

We want your text!

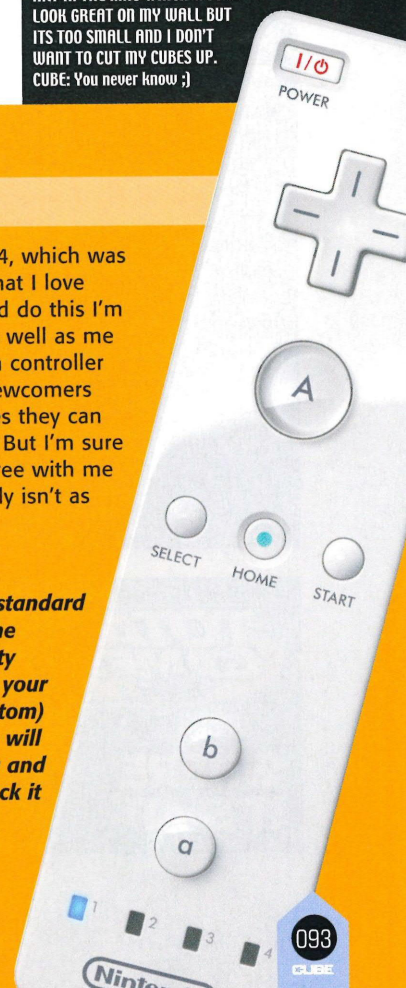
➔ I KNOW YOU HAD LOADS OF LETTERS ABOUT THE REVOLUTION CONTROLLER AND I JUST WANTED TO SAY WHY DON'T PEOPLE WAIT TO SEE WHAT IT CAN DO BEFORE THEY MAKE OPINIONS ABOUT IT. KNOW WHAT I MEAN?
CUBE: We know exactly what ya mean.

➔ LOVIN THE MAG, LOVIN THE GAMECUBE. DON'T CARE WHAT ANYONE SAYS. CAN'T WAIT FOR THE REVOLUTION BUT I MIGHT HAVE TO GET AN XBOX360. REALLY WANT TO SEE HOW GOOD THE GRAPHICS ARE.
CUBE: You really need an HD TV to get the most from it, mind.

➔ SORRY, BUT I HAVE FALLEN IN LOVE WITH ASHLEY OFF RESIDENT EVIL 4 AND I CAN'T GET HER OUT OF MY HEAD. HELP ME.
CUBE: There's no helping you. The same thing happened to Tim. What a monkey.

➔ I THINK PEOPLE WHO SAY EA ARE CRAP SHOULD STOP MORNING BECAUSE AT LEAST EA ARE MAKING GAMES FOR THE GAMECUBE AND SOME OF THEM ARE BRILLIANT LIKE SSK.
CUBE: We're full of EA love. Sometimes.

➔ WILL YOU EVER GIVE AWAY POSTERS AND THINGS WITH THE MAG. THERE'S ALWAYS LOADS OF COOL ART IN THE MAG WHICH WOULD LOOK GREAT ON MY WALL BUT ITS TOO SMALL AND I DON'T WANT TO CUT MY CUBES UP.
CUBE: You never know :)



FORUM FRENZY

Metaphorical moving and shaking as seen on desktop PCs all over the country, sometimes seen in a few laptops being used one-handed.

TGN2 IS GREAT – we can get away with posting riskier stuff than on TGN1 because it's not exactly 'work's' forum – it's kind of like we're sneaking about getting one over on the man. Yeah, going behind his back and not sticking to the company line. Coincidentally a new 'work' forum has been set up at www.x360magazine.com but it's to do with the new X-360 mag we guess. It's a bit dry but if it gets more members it'll pick up. It's no TGN2 though.

USER PROFILE...

NAME: Mike
USER NAME: thelaughingman
OCCUPATION: At the moment:
forum bum
FAVOURITE GAME: OoT

So you're new. You been having fun posting stuff?

Yeah. I only realised about the new forum in Timmy Time! It's great seeing everyone back to their old tricks – Raine loving everyone, Sean's unmentionable posts and utter ramblings, DFB's teachings to David Reed and his always pervy mind (you know he's going to make a comment somewhere) and everyone else's sarcasm, wit and total lack of consideration for each other in a flame war. It would be a miracle if a topic actually stayed on topic one day. Ahhh...

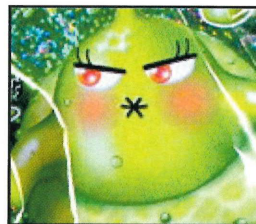


POSTS WITH THE MOSTEST

- 1 *"The other day I tried to get some bread off the fridge and somehow I pulled it down and it fell on me... don't know how as it weighs a lot more than me"*
jmaguire
- 2 *"The answer is obvious - bone Silent Hill!"*
PrivateRyan
- 3 *"But she's not very good looking and doesn't say a lot!"*
corinthians9:25
- 4 *"Well worth settling for in my opinion."*
DFB
- 5 *"My mate Anthony said gay men can't control their bowels, but he's French."*
Holly Golightly
- 6 *"I've got one of those plastic-pully things that can't be undone stuck really tight around my wrist. My hand is starting the go purple-y and I can't find any scissors!"*
Muckers [See right]

HONOURABLE MENTIONS

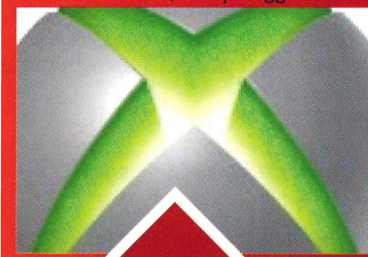
Theory of Games for not asking girls out, corinthians9:25 for getting rubbered and leathered, The Professor for being the smartest person on TGN2 and Raine for hating the place so much he's got the highest post count.



HOT TOPICS...

THE 360

EVERYBODY SEEMS TO be getting one and they're not waiting until Christmas either, lucky buggers.



YESTERDAY'S NEWS...

IN-GAME ADVERTISING

DOES IT ADD an extra layer of immersiveness? Or is it distracting to the point where you keep remembering you're playing a game?



WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café rather than get the sack for loafing around on our forum. If you're very lucky, you might be one of those people who have a computer at home.

STEP TWO:

Type the following into the net browser window: www.totalgames.net then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the CUBE team did it.

General Discussion	Threads	Posts
The official forum for the new adult-orientated... Moderator: [Name]	427	5889
All PlayStation3, all the time - that's what this forum's about. It's called by the name from Play and P2, so you'll know it's extreme with chatting, etc. And... Moderator: [Name]	1406	12955
You'll find the team from 1981 on this forum ready to answer your queries and chat about anything else. We're not just a... Moderator: [Name]	2967	25858
If you've got something to say about GameCubes then you've found the place to say it! The forum has the team from CUBE working around on you might... Moderator: [Name]	8950	91750

THREAD OF THE MONTH



When Tim Berners-Lee invented the internet, this is what he had in mind – **CUBE** readers spending an afternoon dissecting Nintendo's policies...

Back

Forward

Stop

Refresh

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http://www.totalgames.net

go

Live Home Page

GameCube

Apple

iTools

Apple Support

Apple Store

Microsoft MacTopia

MSN

Office for Macintosh

Internet Explorer

Author

Bourne45

☆☆☆☆

AirRaven

☆☆☆☆

Voodoo Chile

☆☆☆☆

Gamecube_cuber

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Kiyuri

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Gamecube_cuber

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Kivuri

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Kiyuri

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Nekotaku

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Gamecube_cuber

☆☆☆☆

Rancid

☆☆☆☆

Falco

☆☆☆☆

muckers

☆☆☆☆

Cubedguy

☆☆☆☆

Ronan The Librarian

☆☆☆☆

Panty

☆☆☆☆

Voodoo Chile

☆☆☆☆

Canman2...The next level

☆☆☆☆

Voodoo Chile

☆☆☆☆

Alastor

☆☆☆☆

Mr Party Hat

☆☆☆☆

Re: ds=Typical Nintendo

Really – don't you think Nintendo would learn a thing or two after x number of years in the business? The first test. I brought my DS into school one day and I was laughed at. Then some guy brings in his PSP and everybody goes 'Wow can I play/touch/look/kiss/rape it?' And all this and I'm in the corner feeling rather sheepish. Typical Nintendo. Great product. Terrible marketing. Again.

Just enjoy it yourself. There's no denying that it's a pretty ugly bit of kit.

You buy a Nintendo product, you expect people to hate you. It's the way the world works, I'm afraid.

Say Nintendo's console looked like the PSP and the PSP looked like the DS – what then? Oh, what then...

Who cares what it looks like? The PS2, Xbox and GC are all ugly pieces of kit, but at the end of the day, who notices that when you're playing the games?

Urg. I was just trying to say, what would happen if they where swapped like that. Would the Nintendo one be more popular to people?

I wasn't referring to you G-C, I was referring to the overall tone here of console appearance.

You know, it's funny, but I think Sony might be doing a better job at attracting non-gamers then Nintendo ^ ^;;

The PSP is more shiny. It's ALL about the shiny you know.

That seems to be the case these days.

Exactly. It's called market research. Think of the amazing things you can do by knowing what people want.

I'm trying to imagine it, but the situation seems impossible. The PSP is popular amongst the majority of "gamers" because of the types of games it offers, and the additional abilities such as listening to music. Nintendo goes for originality and its own typical games. So this will naturally be reflected in the design of the console, meaning that Sony would never release something like the DS and Nintendo would never release something like the PSP. What if Sony did? It wouldn't sell. If Nintendo did? It would be popular amongst gamers but would miss a large demographic simply because it is Nintendo.

Maybe Nintendo should go away, die, then come back under a new shiny name >_>; Then again, I bet no one will hear of it >_>; They could have Sario, and Belda.

Went I went to school Nintendo was the in "thing" and everybody played Mario

What kind of school do you go to bourne? I took my DS in and EVERYONE came to have a look. One of my mates even got hooked on the Metroid demo and he was a Playstation fan. Plus loads of non gamers wanted a go of Wario (even if it was just to make the parrot call someone gay).

It's true – I was playing Wario a while back and there was one person (who was very much a Sony fanboy) who after playing Wario was like "Yeah, I wanna get a PSP cos of the graphics, and it looks good and plays music... But DS has Wario!".

I don't know why you blame nintendo, nintendo just does what it needs to to make a loads of money. A lot of people at my school who have PSPs just download game ROMS onto their memory stick.

Weird. I have a DS and my mate in 'upper 6' has a PSP. Yet, people crowd around me and ask for a go of the DS.

I let some people play on my DS, but Sony have made the PSP so flipping sexy I'm scared to take it out of the house, let alone to school (and if I do take it out it normally travels in my tough-as-nails video camera case!).

I only know of two other people in my area with a DS. And one of them is nine. Ho hum...

Again, another mistake on the Nint's part appealing, to babies...

Yeah, Shigsy should punch babies in the back of the head.

I used to like the PSP better, but the DS won me over.

I don't know a single person who's bought a PSP, except one friend who imported a US one. Since the console has been launched, I haven't actually seen one in the flesh. DS's are a rarity too. I used to see Game Boys all the time ten years ago. Pointless observation, but there you go.

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SUBSCRIPTIONS

(13 issues) UK £33.99
UK direct debit £7.79 every three issues
Subscription Hotline: 0870 444 8682

PRINTED BY SOUTHERNPRINT (WEB OFFSET) LTD, 17-21
Factory Road, Upton Industrial Estate, Poole BH16 5SN

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman
Street, London W1P 3LD 0207 3968000

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ABC

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JAN – JUN 2005

BEAT THE WORLD

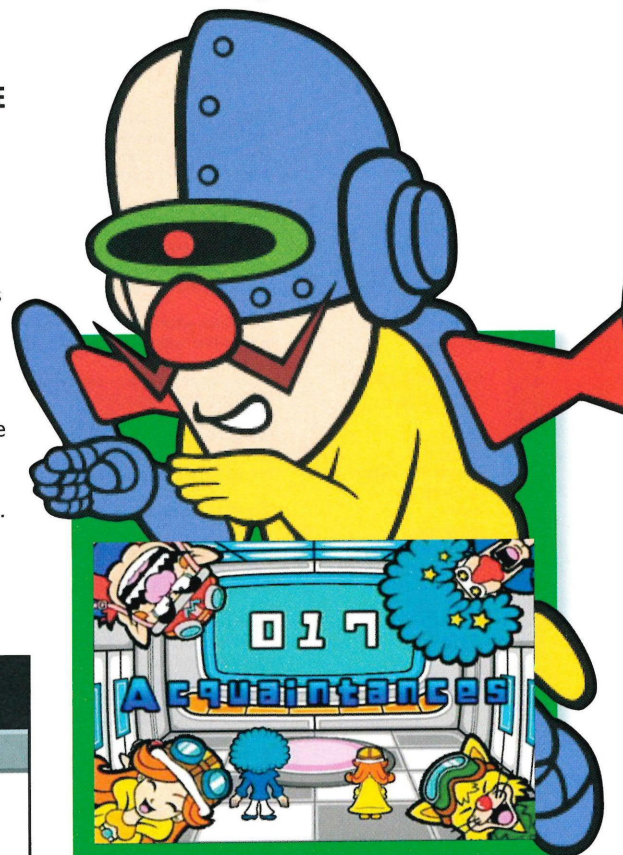
Well, Jonas didn't respond. He's probably got Nintendogs by now and can't figure out how to beat people at it...

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you've got your mum to do it for you...



RULES SUCK, BUT WE NEED THEM TO MAKE THINGS FAIR

- Prizes won't be given out because none of you deserve any. Not really – it's just that there are too many categories.
- Enter as many challenges as you like, because you can never have nuff bragging rights in this world, innit.
- Remember the three 'P's: photos, philms and proof. We want evidence, and it can only take the form of something we can physically share a bed with. So that's no digital pictures, then.
- Don't play the system. You can't beat City Hall. We should know – we tried.
- If you can't think of anything nice to say, you might be Lewis



WHAT A PICTURE

WE WON'T BELIEVE IT UNTIL WE'VE SEEN IT WITH OUR OWN EYES

Right, so you've managed to beat one of our challenges. What do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. (Please remember that we can't return any tapes.) Here are some hints for taking the perfect picture:

■ Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.

■ Switch off the flash of your camera – the light from the TV will be more than enough to illuminate the picture, and the last thing you want is to have your photo ruined by flashing out the screen.

■ Try to be clothed when taking your pictures.

We don't want to see a naked you in the TV reflection. Unless... no, we'll leave it at that.

■ Take several pictures, in case you're not very good at something as simple as taking a picture.

Photos sent by email are NOT acceptable, as they can be easily modified. People who use cheats or NTSC copies of games (unless you're entering an import challenge, of course) aren't very nice, and if you can't trust them with games, what can you trust them with, eh?

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

**I'VE BEATEN THE WORLD, CUBE MAGAZINE,
PARAGON HOUSE, ST PETERS ROAD,
BOURNEMOUTH, DORSET, BH1 2JS**

WARIO WARE INC: MEGA PARTY GAMES\$

Nobody bothering with this any more?

MINI-GAME	SCORE	NAME
Bam-Fu	47	Jonas Pettersson
Baseline Bash	45	Thomas J Weeks
City Surfer	36	Thomas J Weeks
Crazy Cars	77	Thomas J Weeks
Gifted Goalie	37	Jonas Pettersson
Heads Up	32	Jonas Pettersson
High Hoops	110	Thomas J Weeks
Hurry Hurdles	40	Thomas J Weeks
Jumpin' Rope	39	Thomas J Weeks
Pro Curling	35	Thomas J Weeks
Set-n-Spike	85	Thomas J Weeks
Ski Jump	60	Thomas J Weeks
Snowboard Slalom	44	Thomas J Weeks
Wrong Way Highway	55	Thomas J Weeks



F-ZERO GX

No one's played this in ages

RUBY CUP

Course	Time	Name
Twist Road	00'44"138	Rex McGee
Split Oval	00'48"709	Rex McGee
Surface Slide	01'27"614	Rex McGee
Loop Cross	01'44"283	Rex McGee
Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Drift Highway	00'52"462	Rex McGee
Aero Dive	02'02"750	Rex McGee
Mobius Ring	01'20"669	Rex McGee
Long Pipe	02'24"845	Rex McGee
Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Cylinder Knot	02'36"049	Rex McGee
Intersection	02'16"241	Rex McGee
Double Branches	02'35"118	Rex McGee
Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

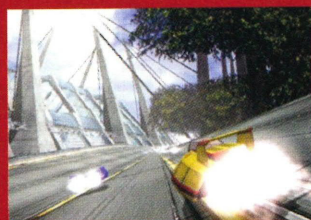
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

AX CUP

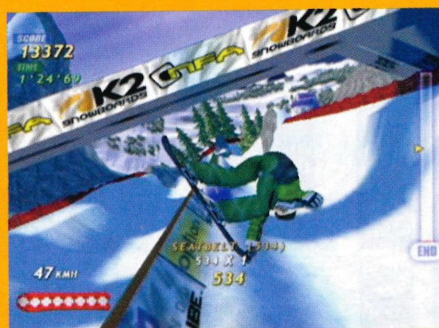
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'32"124	Rex McGee
-----------------------	-----------	-----------



◀ Are you in Cardiff? Can you confirm that this looks like you're racing along the waterside by the Millennium Stadium. What? It does.



1080° AVALANCHE

Wonder if we should change this to SSX...

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'46	Jonas Pettersson

HARD

Course	Time	Name
Power Threat	44'22	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'46	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

EXPERT

Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'29'63	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick With It	1'21'97	Jonas Pettersson

EXTREME

Course	Time	Name
Top Tree Mama	1'02'78	Jonas Pettersson
Treble Tussle	1'20'81	Jonas Pettersson
Evolution Riff	1'06'36	Jonas Pettersson
Sid's Night Midi	1'29'87	Jonas Pettersson
Dazzlin' Teaser	1'10'24	Jonas Pettersson
Wit's Thicket	1'21'89	Jonas Pettersson



▲ We'll all be doing this in Bournemouth come the Arctic winter that's been predicted. Awesome.



RESIDENT EVIL 4: MECENARIES

Hmm, no new scores for this either

VILLAGE

160, 100	Thomas J Weeks
116, 760	Fabio Granado
114, 280	Michael T Mathieson

CASTLE

200, 470	Thomas J Weeks
170, 890	Fabio Granado
119, 140	Michael T Mathieson

BASE

141, 630	Thomas J Weeks
124, 410	Ben Ashfield
102, 980	David Charlston

HARBOR

112, 293	Thomas J Weeks
101, 010	Ben Ashfield
92, 780	David Charlston



SOUL CALIBUR II

A female Master Chief in DOA4? Arf!

Challenge	Time/wins	Name
Time Attack - Std	2'27"88	Fergus Crichton
Time Attack - Alt	2'00"84	Fergus Crichton
Time Attack - Ex	54'16"99	Ryan
Extra Time Attack - Std	2'04"32	Dave Every
Extra Time Attack - Alt	3'55"42	Dave Every
Extra Time Attack - Ex	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Extra Survival - Std	83 Wins	Aaron Kleemann
No Recovery	49 Wins	Dave Every
Sudden Death	33 Wins	Jonas Pettersson

CHEATING MONKEYS



Upon donning latex catsuits the Cheating Monkeys became the Super Cheating Monkeys, dishing out cheats to whoever asks for them, and even those people who don't...

X-MEN LEGENDS II: RISE OF APOCALYPSE

HAVE YOURSELF AN X-Men freak-out with these handy cheats...

UNLOCK ALL COMICS

AT THE REVIEW MENU ENTER: RIGHT, LEFT, LEFT, RIGHT, UP, UP, RIGHT, START

TEAM CONFIGURATIONS

BY ORGANISING YOUR TEAM BY AN AFFILIATION FROM THE COMICS YOU CAN GAIN CERTAIN BONUSES:

UNLOCKABLE ITEMS

AGE OF APOCALYPSE: +100% ATTACK RATING

AGILE WARRIORS: +5% XP

BROTHERHOOD OF EVIL: +5% XP

BRUISER BRIGADE: 20 ENERGY GAINED PER KNOCKOUT

DARK PAST TEAM: 5% DAMAGE INFLICTED TO HEALTH

DOUBLE DATE-20 HEALTH PER KO

ENERGY CORPS: +5% DAMAGE

FAMILY AFFAIR: +5 HEALTH REGEN

FEMME FATALE: 5% DAMAGE INFLICTED GOES TO HEALTH

FORCES OF NATURE: +10 TO ALL RESISTENCES

HEAVY METAL: +10 TO ALL STATS

NEW AVENGERS: +15% MAX HEALTH

NEW X-MEN: +15% MAX HEALTH

OLD SCHOOL: +15% MAX ENERGY

RAVEN KNIGHTS: +60% TECHBIT DROPS

SPECIAL OPS: +5% DAMAGE

UNLOCKABLE CHARACTERS

DEADPOOL

IRON MAN

PROFESSOR X

USE THESE CONFIGURATIONS

ANY FOUR HEROES WITH AOA SKINS

NIGHTCRAWLER, SUNFIRE, TOAD, DEADPOOL

JUGGERNAUT, MAGNETO, SCARLET WITCH, TOAD

JUGGERNAUT, COLOSSUS, WOLVERINE, ROGUE

DEADPOOL, ROGUE, WOLVERINE, GAMBIT

CYCLOPS, JEAN GREY, GAMBIT, ROGUE

GAMBIT, BISHOP, CYCLOPS, IRON MAN

MAGNETO, PROFESSOR X, SCARLET WITCH, JUGGERNAUT

STORM, SCARLET WITCH, ROGUE, JEAN GREY

STORM, ICEMAN, SUNFIRE, MAGNETO

COLOSSUS, JUGGERNAUT, IRON MAN, MAGNETO

IRON MAN, SCARLET WITCH, WOLVERINE, BISHOP

NIGHTCRAWLER, STORM, COLOSSUS, WOLVERINE, SUNFIRE, BISHOP

CYCLOPS, JEAN GREY, ICEMAN, MAGNETO, TOAD, PROFESSOR X

ICEMAN, PROFESSOR X, IRON MAN, DEADPOOL

BISHOP, DEADPOOL, NIGHTCRAWLER, GAMBIT

HOW TO UNLOCK

BEAT THE GAME

COLLECT FOUR HOMING BEACONS PER ACT. AFTER FOUR ARE COLLECTED GET A PIECE OF

IRON MAN'S ARMOUR. AFTER LOCATING THE BEACONS, IN ACT 5 SAVE IRON MAN.

BEAT ALL THE DANGER ROOM MISSIONS

MARVEL NEMESIS: RISE OF THE IMPERFECTS

UNLOCK CHARACTERS AND grubby pics of Elektra. You should be ashamed of yourself...

SPECIAL CARD CHEAT CODES

GET TO SEE A PICTURE OF ELEKTRA IN A SWIMSUIT, OR, GET THIS, JUST USE YOUR IMAGINATION!

PASSWORD	EFFECT
THEHAND	ELEKTRA SWIMSUIT MODEL CARD
REIKO	SOLARA SWIMSUIT MODEL CARD
MONROE	STORM SWIMSUIT MODEL CARD
SAVAGELAND	ALL FANTASTIC FOUR COMICS
NZONE	ALL TOMORROW PEOPLE COMICS

CHARACTERS	HOW TO UNLOCK
BRIGADE	DEFEAT BRIGADE IN IRON MAN'S THIRD MISSION
DAREDEVIL	DEFEAT JOHNNY OHM IN DAREDEVIL'S THIRD MISSION ("THE ELECTRIC MAN")
FAULT ZONE	DEFEAT FAULT ZONE IN STORM'S THIRD MISSION ("EARTHQUAKE!")
HAZMAT	DEFEAT HAZMAT IN MAGNETO'S THIRD MISSION
HUMAN TORCH	DEFEAT ALTERED THING IN HUMAN TORCH'S THIRD MISSION ("OLD FRIENDS")
IRON MAN	DEFEAT BRIGADE IN IRON MAN'S THIRD MISSION
MAGNETO	DEFEAT HAZMAT IN MAGNETO'S THIRD MISSION
NILES VAN ROEKEL	FINISH STORY MODE
PARAGON	FINISH STORY MODE
SOLARA	DEFEAT SOLARA IN VENOM'S THIRD MISSION
STORM	DEFEAT FAULT ZONE IN STORM'S THIRD MISSION ("EARTHQUAKE!")
VENOM	DEFEAT SOLARA IN VENOM'S THIRD MISSION

CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

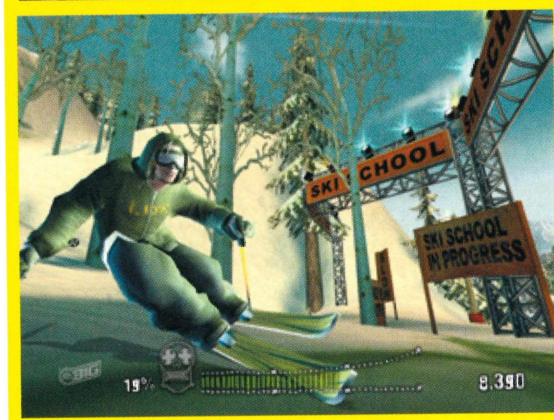
0906 9060374

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SSX ON TOUR

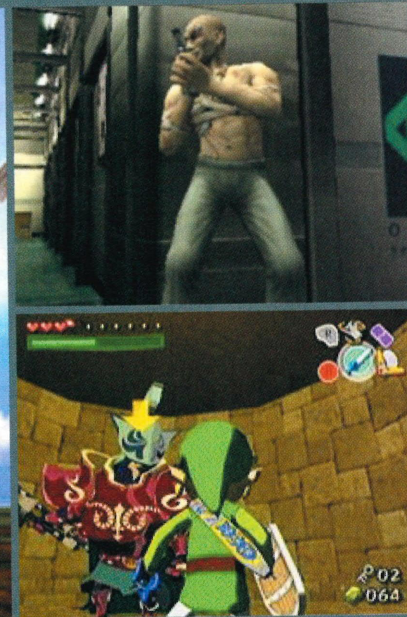
ENTER THESE PASSWORDS by selecting Cheats from the Extras Menu

PASSWORD	EFFECT
FLYTHREADS	ALL CLOTHING
BACKSTAGEPASS	ALL LEVELS
THEBIGPICTURE	ALL MOVIES
LOOTSNOOT	EXTRA CASH
ZOOMJUICE	INFINITE BOOST
JACKALOPESTYLE	MONSTER TRICKS
LETPARTY	SNOWBALL FIGHT
POWERPLAY	STAT BOOST
ROADIEROUNDUP	UNLOCK CHARACTERS
MOREFUNTHANONE	UNLOCK MITCH KOBSKI (THE UNICORN)
THREEISACROWD	UNLOCK NIGEL (ROCKER)
FOURSOME	UNLOCK SECRET CHARACTER 3
BIGPARTYTIME	UNLOCK SECRET CHARACTER 4



CHIMP'LL FIX IT

If this was 2000AD we could call this bit Simp'll Fix It, but it's not, it's **CUBE** – so write into Chimp'll Fix It at **CUBE** Magazine, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.



BIFOCALS

Dear Cheating Monkeys
Please help me on *Second Sight*. I can get all the psychic powers but I can't possess people. I follow the instructions by projecting then pressing **△** near an enemy but it won't work. Why not?
ADAM BANKS

Cheating Monkeys say: "Well, you're doing it right because we read the instructions too, so all we can think of is that you're not getting close enough to your victim. Either that or the instructions lie and you have to target him to possess him. We would have checked but we're made of cloth and can't open the cupboard with the games in it."

FLOWER POWER

Dear Cheating Monkeys
I'm trying to get the Magic Armour on *Legend Of Zelda: The Wind Waker*. I've got the Sea Flower but when I try to give it to the merchants on Greatfish Isle and Mother And Child Isles they give me the Town Flower and the other way round. What should I do?
ROBERT KELLY, JERSEY

Cheating Monkeys say: "You're doing it wrong. There's a specific order to do it in that will eventually lead you

to the Magic Armour. Once you've got the Sea Flower from the trader on Great Fish Isle give it back to him and he'll give you the Exotic Flower. Now visit each of these isles in turn and make the trades: Mother And Child, Bomb, Mother And Child, Bomb, Greatfish, Mother And Child, Greatfish, hand the Hero's Flag back to the trader on Greatfish, Mother And Child for the Shop Guru Statue then return to Greatfish to complete the trading. After all that go to Zunari on Windfall and he'll give you the Magic Armour."

VIZE TO SEE YOU

Dear Cheating Monkeys,
I am at the brink of insanity. In *Skies Of Arcadia* there's this impostor called Vize lurking in Nasrad, but when I went to confront him at the palace, he's not there. Please tell me how to make him appear.
ANDREW, SURREY

Cheating Monkeys say: "Have you got the Blue Moon Crystal? After you get that you should have the title Vyse The Fallen Pirate (but you need to have earned the title Vyse The Daring before getting the Blue Moon Crystal). Now check the Wanted List – if you're on it go to Nasrad where Vize is waiting."



CODE JUNKIES

Sometimes the monkeys do requests. All you have to do is write in and ask and they'll sort you right out with some codes and banana-smelling faeces. They're good like that.

PRINCE OF PERSIA: WARRIOR WITHIN



Master

QR4T-KW7F-DBR2Y
ME9Q-UHZH-AMTQV

Infinite Sand

Y7RF-YFJ8-KFUP8
20DX-PVB4-DQBUM

Infinite Health

VFC1-1Q0Y-Q6WQN
A1PK-NW9Q-W53YV

Unlock All Extras

P85D-DG2Q-Z5GK2
FQ97-1C2P-2ET20

Master

X1J9-3AMY-75XK7
R9YP-7543-XD1NJ
4TD2-M7AJ-ZMTB3
PJWJ-NUDZ-3N1FR

Unlock All Golfers

KDW5-8T8W-8XVZN
EEIQ-TJ90-TCDMB

Unlock Normal Tours and Courses

R2TT-KR0R-W8Z89
J793-FE4A-7P504

Allow Duplicate Characters

8YET-3RG2-4W6VG
WRBP-TM3K-G1MUJ
GTJF-CARM-JXEYK
3C4X-P2YT-UB8X8



MARIO GOLF: TOADSTOOL TOUR

Always On First Shot: P1

XMMY-12MK-RPG8H
PMWB-EV3W-000J7

Always On First Shot: P2

056H-25YA-MOYAB
EKUM-B40J-FUV50

Always On First Shot: P3

EGVA-ZV0G-G3VV4
9RNK-DVJE-0885M

Always On First Shot: P4

7AK5-STND-3HHKJ
UG00-BK15-R2RDS

Infinite Power Shots: P1

NGT8-GE37-MT9VQ
P42J-XHT9-6W18U

Infinite Power Shots: P2

4DZ2-4AQN-C3VWD
FU5G-23W1-JKQD8

Infinite Power Shots: P3

GV8D-GWYP-JAXB8
2KMT-1TW3-ADT9R

Infinite Power Shots: P4

H2XV-U1ZF-9BCKY
F2T0-46GD-39R1M

No Mulligans: P1

ZPYB-UTB2-ZDNRA
CDBK-EVN6-EZY25

No Mulligans: P2

17ZH-560H-NJOCY
N2V3-EWAZ-JHP06

No Mulligans: P3

UHKP-M9T7-3Q41E
7Y56-NYBU-K43DK

No Mulligans: P4

NRN8-5247-UGF5J
D40V-BF4Z-Q11CU

MARIO POWER TENNIS

Master

9APA-V3PD-QZKYU
54YB-Y309-W9NXF

Unlock Characters

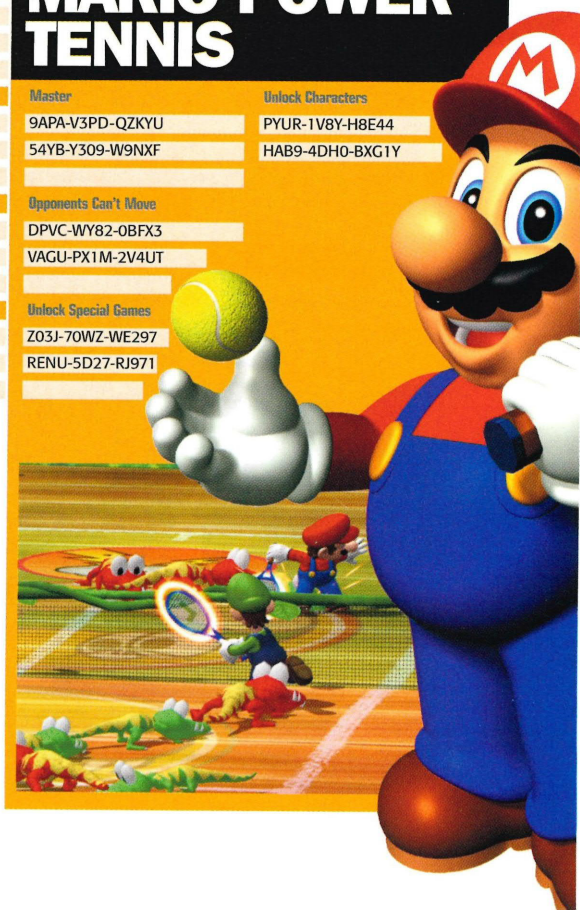
PYUR-1V8Y-H8E44
HAB9-4DH0-BXG1Y

Opponents Can't Move

DPVC-WY82-0BFX3
VAGU-PX1M-2V4UT

Unlock Special Games

Z03J-70WZ-WE297
RENU-5D27-RJ971



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Action Replay is the ultimate game enhancer for GameCube. Using specially created codes, you can enhance and cheat your games in ways the programmers never intended. Give yourself infinite lives, infinite health, access all levels, have all vehicles and more. New codes are created all the time, so Action Replay never goes out of date. Just check out the new codes on www.codejunkies.com and right here in **CUBE** every month!

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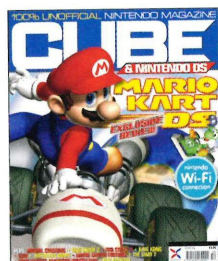
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A6 instruction form

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We've swung through the streets and tracked down every last token in Spider-Man's latest comic-book adventure

ULTIMATE SPIDER-MAN

Spidey's latest adventure finds him searching the streets of New York for elusive tokens. Looks like he could do with a hand...



Since that radioactive spider bit me my life has never been the same. Now I spend my days swinging around the city saving innocent citizens...



Get away from me, you freak!

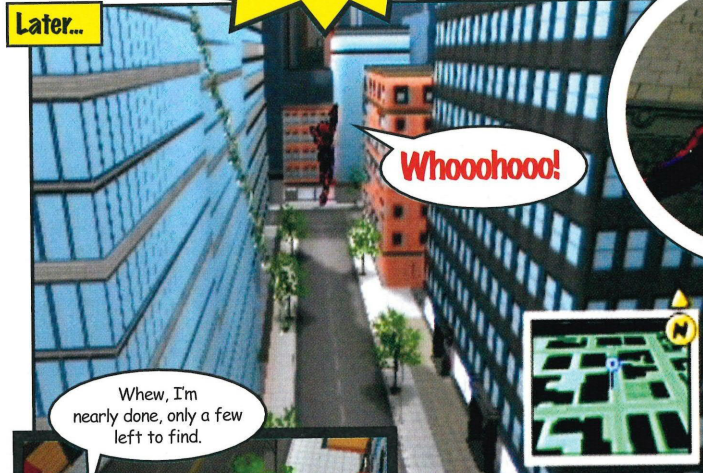
Later...



Meanwhile...



Later...



Whooooooo!



TURN OVER NOW
FOR AMAZING MAPS,
TRUE BELIEVERS.



SECRET TOKENS



The Secret Tokens are the hardest to find. You'll need to explore every nook and cranny in order to find them all and complete the set.

Being Spider-Man isn't all fun and games, you know. Tokens need to be found!



MANHATTAN



COVER TOKENS



Cover Tokens are easier to find than the Secret ones, but you'll still have your work cut out finding them all. Lucky you've got a map, isn't it?

It's ain't easy being green. I get mistaken for the Jolly Green Giant all the time!



MANHATTAN

I'm tired of black - it's so last season. A nice damson would be much better with my complexion.





LANDMARK TOKENS

Unless you're well versed in the Ultimate universe, some of these landmarks may not ring any bells, while others should be familiar.

Grrr! Why mess about finding tokens when you can smash stuff and get an ASBO!



MANHATTAN

Wow, that's it - all 190 of those pesky tokens are now mine. Shame they're not beer tokens.

WEB-SLINGING CHEATS

Spidey-cheats...



Go to options in the pause menu and into the controller set-up screen to enter these codes...

UNLOCK ALL CHARACTERS

→, ↓, →, ↓, ←, ↑, ←, →

UNLOCK ALL COMIC COVERS

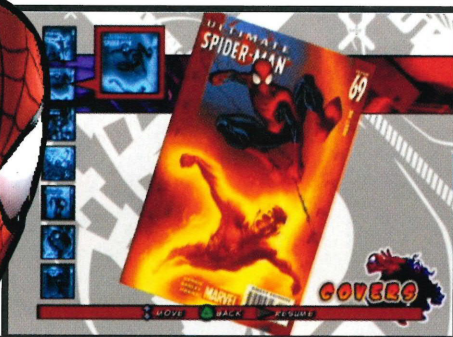
← x2, →, ←, ↑, ← x2, ↓

UNLOCK ALL CONCEPT ART

↓ x3, ↑, ↓, ↑, ← x2

UNLOCK ALL LANDMARKS

↑, →, ↓, ←, ↓, ↑, →, ←



If collecting all those Cover Tokens doesn't appeal, just use the cheat to get every comic.



Can't be bothered collecting all 15 of those Landmark Tokens? Then cheat.

Venomous...



Fulfil the requirements and Venom will be available to use whenever you like.

ULTIMATE UNLOCKABLES

SPIDEY WRESTLING COSTUME

PETER PARKER COSTUME

PARKER HOODY COSTUME

ARACHNOMAN COSTUME

SYMBIOTE SPIDER-MAN COSTUME

SWITCH HERO OPTION

VENOM RACES

MEDIUM DIFFICULTY

HARD DIFFICULTY

MEDIUM DIFFICULTY COMBAT TOURS

HARD DIFFICULTY COMBAT TOURS

INSANE DIFFICULTY COMBAT TOURS

Complete 30 City Events and collect 30 Tokens

Complete 50 City Events, collect 50 Tokens and win fourth race against Johnny Storm

Complete 75 City Events, collect 75 Tokens and complete 32 Combat Tours

Complete 90 City Events, collect 90 Tokens and complete 36 Combat Tours

Complete all City Events, collect all Tokens and complete all Combat Tours

Complete all Story Missions

Complete all Story Missions

Complete 10 City Events and Chapter 6 'Inexpugnable'

Complete 20 City Events and Chapter 8 'Class Trip'

Complete 8 Combat Tours after Chapter 4 'Hell Of A Mess'

Complete 12 Medium Combat Tours

Complete all Hard Combat Tours

Buy CUBE next month or I'll suck your brains out.

Street fight...



I knew that extra hot vindaloo was a bad idea



The end...

NEXT MONTH: Tune in next month for our detailed guide to beating every boss. Excelsior!

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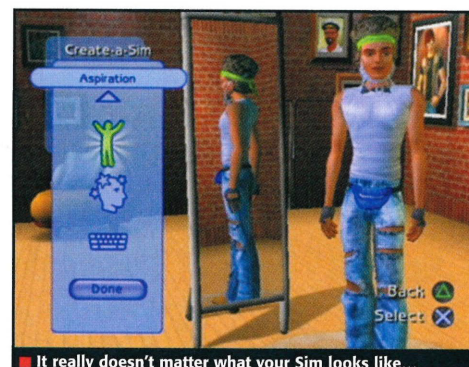
**Broke? Hungry? Depressed?
Tired? Those Sims can be a fussy lot to look
after, so walk this way for the answers
to all your Sim questions!**

GETTING STARTED

You'll find that *The Sims 2* isn't a linear mission-to-mission game. You can do as little or as much as you wish, and goals are often randomly allocated for you to complete depending on what you've done and your type of character. However, the goals tend to fall into the same type of categories: you either need money (Buy Two Lights, Buy Decorative Pot Plant, Buy Item Worth \$500) or you need to make friends (Make WooHoo With A Sim, Cuddle Felicity, Make Friends With Timmy).

As a rule of thumb, don't spend money you don't need to spend and don't needlessly make enemies. To get started, generate a Sim. The

next screen lets you tweak the hair, fashion and shape of your Sim, so don't worry if you're not happy with your random creation. Looks don't affect the gameplay but your personality does – later in the game, you'll get to switch between various Sims and your personality dictates what the computer does when controlling the extra characters. You can pick your Star Sign for a corresponding personality then adjust the sliders as you see fit, but make sure your character has plenty of Lazy points. You'll be hiring a maid to clean up your mess, so you don't want to be wasting energy picking up plates the maid should be attending to.

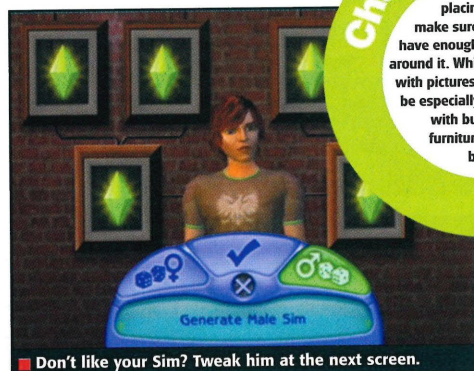


It really doesn't matter what your Sim looks like



Changing Rooms

When placing items, make sure the AI Sims have enough room to move around it. While not a problem with pictures and lights, be especially careful with bulky furniture, like beds.



■ Don't like your Sim? Tweak him at the next screen.

Make sure your Sim is as outgoing as possible. The Social attribute is the hardest in the game to pull back once it's depleted, so this will keep the chances of that ever happening to a minimum.

You also have to choose your Aspiration. There are five choices: Romance, Wealth, Knowledge, Popularity and Creativity. Your goals and fears will change depending on what Aspiration you choose. Pick Romance, for example, and your goals will include having WooHoo with another

Sim, while your fears include getting rejected for a kiss. The easiest option is Wealth, which is straightforward. As long as you turn up to work, completing the goals is just a matter of time, as they're often related to how much money you have or earn. Creativity is the next easiest. All you need is to buy a Skill Item with an easel logo, such as Rock Guitar, and practise on it every day to boost your creativity rating – this makes accomplishing the Creativity goals (such as getting a creative job) much easier. Popularity is the hardest as it involves throwing lots of parties, making lots of friends and cooking food for groups of mates. Avoid this one if possible.

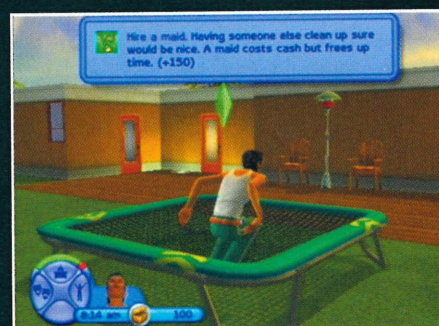
FIRST MISSIONS



■ Keep talking until the background turns red, then choose the Propose option.

Although *The Sims 2* will eventually branch out into a sprawling non-linear adventure, the first missions are always the same. First, you need to take a shower. Pull back on the \ominus -stick to get the perfect zoomed-out view. You'll see a house behind you. This will be your main home for *The Sims 2*. Run inside the house and into the shower. Select the Take A Shower option to wash and bring your Hygiene levels up. After that, your next job is to bounce on the trampoline; you'll find it in your back garden. Run outside and play on the trampoline until your Sim gets bored. Hop off it and your Sim housemates, Felicity and Ossie, will come home. Your next objective is to make friends with one of them.

Make friends with Felicity by walking up to her and choosing the Socialize option. You'll have several options available but stick to the Talk option until the relationship rating hits 20. New options will appear but don't try them yet. Continue talking and only try the Make Joke, Confide or Gossip options when the relationship rating hits 25 or higher. This is good practice for most of the Sims in the game – most of them don't respond to these new options straight away as they don't yet trust you, so keep talking. Never use Slap or Threaten. Once the relationship rating hits 40, you'll officially become friends with Felicity. If you choose to make friends with Ossie it's much harder, but go for Dirty Joke and Back Crack options instead of Confide or Gossip.



■ A few bounces on the trampoline will finish the goal.

Once you've made friends with Felicity or Ossie, you have to talk to the other Sim. Doing so will complete the first set of missions, award you \$2,000 and unlock Shoreline Traits so you can find a job. This also unlocks the first set of goals unique to your Sim, which is where the game starts branching in different directions – choose the Wealth aspiration and you'll have to start buying expensive furniture for your home, for example.

Don't go to Shoreline Traits yet! Instead, keep talking to Felicity. Use the Talk option to stay on safe grounds but occasionally risk a Compliment, Squeeze or Hug option so Felicity doesn't get bored. As the relationship rating increases, you'll notice the background turn red and the two Sims move in closer. This shows the romantic mood between the two of them – the redder, the better. Keep talking until the relationship rating hits 99, then choose Smooch or Make Out. If Felicity responds positively, choose the Propose option. She should marry you and you'll have control of two Sims! This will also unlock a new fashion. Switch between your Sim and Felicity by pressing \odot .

Finally, buy a phone for your house, place it near your front door and use it. Select the Services option to hire a daily maid. This will complete one of your Wealth tasks but, more importantly, ensures the house is tidy and you don't have to waste time cleaning it. Now you can go to Shoreline Traits and find a job for yourself and for Felicity, effectively doubling your income right from the start of the game.

LOOKING AFTER YOUR SIM

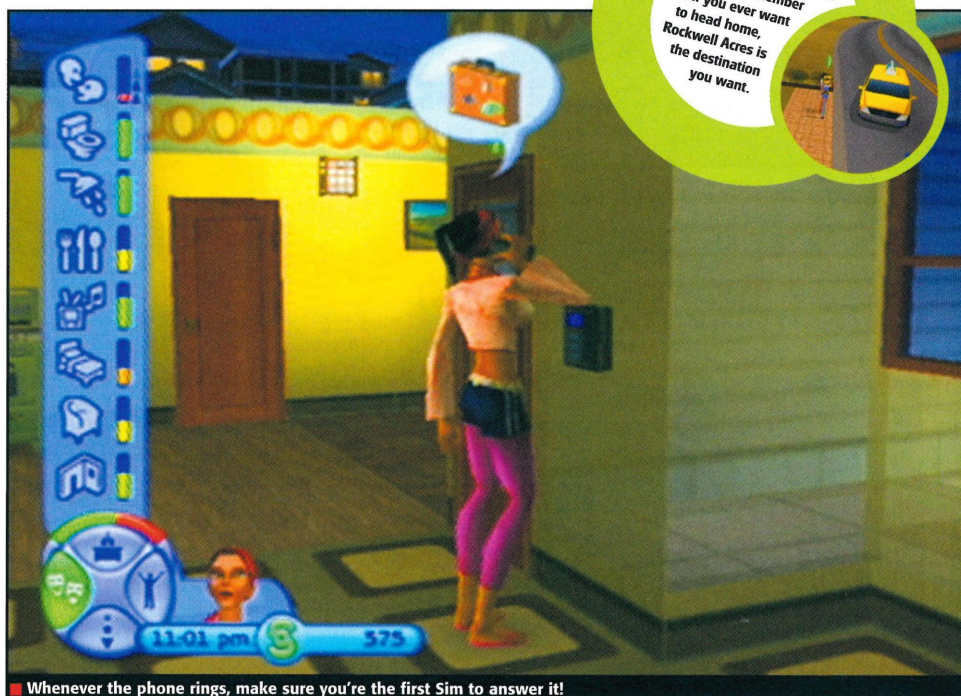
The most important aspect of *The Sims 2* is looking after your Sim. Press **←** on the D-pad and you'll see eight sliders appear, representing your Social, Bladder, Hygiene, Hunger, Fun, Energy, Comfort and Room status. It's important that these bars are kept topped up. The goals in *The Sims 2* are easy and the only thing that stops you from achieving them is the status bars becoming depleted. It's important to keep an eye on them and learn what to do when they plummet to dangerously low levels. The best way to check is to use the green meter in the bottom-left corner as a guideline, as this shows your overall mood. If the green is over half full, you'll be okay. If it's below half full, press **←** and address the problem. If sad faces start flashing, it means one of the bars has completely depleted, so stop whatever you're doing and fix the problem.

SOCIAL

This shows your current Social state of mind, with full being happy and empty being depressed. When the bar is empty, your Sim will refuse to perform most of the tasks at hand, claiming to be in the wrong mood or too depressed. This includes using Skill Items or getting a job, so it's important to keep this slider as high as possible so you don't get stuck in a rut.

The best way to maintain the high levels on this slider is to talk to new Sims and officially make friends with Sims you already know. Buy a phone for your house or find a phone in someone else's (the house in Cliffside Retreat has one by the fireplace, for example) and choose the Throw Party option. You can also leave the computer in charge of your Sim to keep these levels high – if you want Felicity's Social level to increase, simply switch to someone else for a while. Don't get into fights either or have lingering bad relationships, as this will cause the Social state of mind to drop. Always try to make friends. If you've had a fight with someone and your relationship level with them is in negative figures, offer them some food and talk to them to woo them back to your good side.

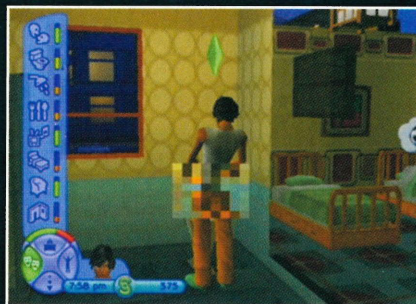
If the Social bar for your Sim does hit rock bottom, there's an easy way to refill it. Find a double bed and choose the Relax option. Then control Felicity: bring her over to the other side of the double bed and choose the Relax option for her too. With both Sims relaxing side-by-side, the Social bar quickly fills up again. You can also choose the Read option once you're done, to unlock more cooking recipes.



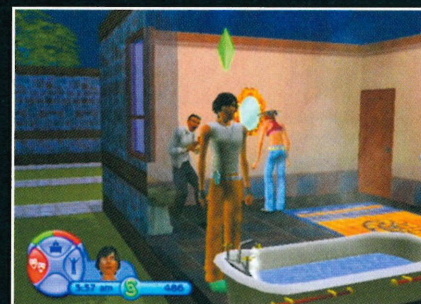
Use the yellow taxi to travel between different locations. Remember that if you ever want to head home, Rockwell Acres is the destination you want.

■ Whenever the phone rings, make sure you're the first Sim to answer it!

BLADDER



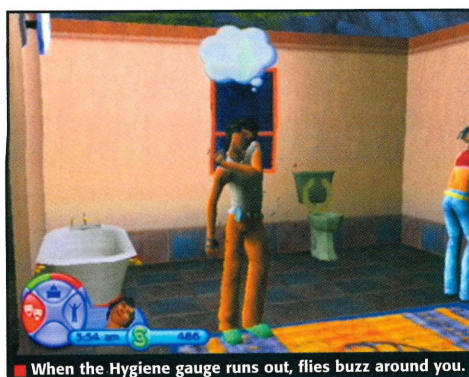
■ If your Bladder gauge runs low, nip to the loo.



■ Your Sim likes the bathroom to himself.

This slider shows when you need the loo. It goes down during the day and will only fill up again once you've been to the loo. When the slider depletes, your Sim will stop talking to other Sims completely and will walk slower. Leave the slider empty for too long and your Sim will wet himself or poo his pants, causing his Hygiene levels to plummet – and a mess for you to clean up.

This is an easy one to take care of: just go to the loo! Bear in mind that you can't go to the bathroom when there are other people inside. Houses such as the Cliffside Retreat have two bathrooms, so always check the other if one is occupied. If you sit on the loo, press **△** and you'll bring up more options: Play Game or Read Magazine. Choose Read Magazine to unlock new recipes.



■ When the Hygiene gauge runs out, flies buzz around you.

HYGIENE

This bar shows how much you smell! The slider slowly goes down during the day and will also be reduced by exercise, being around smelly food, or general activity such as running about and using Skill Items. When the bar is completely depleted, other Sims will refuse to talk to you and flies will start buzzing around your body.

The best way to fill the bar up is to have a bath or shower. The usual bathroom etiquette applies: if someone else is in there at the time, you can't have a bath or use the shower. Doing either takes a long time, so try to ensure your other sliders are relatively healthy, as they can deplete surprisingly quickly while in the shower. If you want to get your Hygiene levels patched up quickly just enough to go to work or to complete a friend-making goal, then use the Wash Your Hands option at a sink. If you Wash Your Hands every morning when you get up, you can avoid having a lengthy shower for a good while, leaving you free to tend to the other sliders.

HUNGER

This is the one that will come back to haunt you again and again. You need to eat at least one meal a day to keep your hunger levels up. Failure to do so results in hunger pangs, stopping you from performing most tasks, and even death if the pangs go on for long enough! Eating is the most important part of the game and, while it isn't always fun, mastering when to prepare meals will make your Sim life much easier.

To cook a meal, walk up to any fridge and press **A**. You'll have four options: Get Ingredients, Get Snack (\$5), Get Group Ingredients, Get Generic Ingredients (\$12).

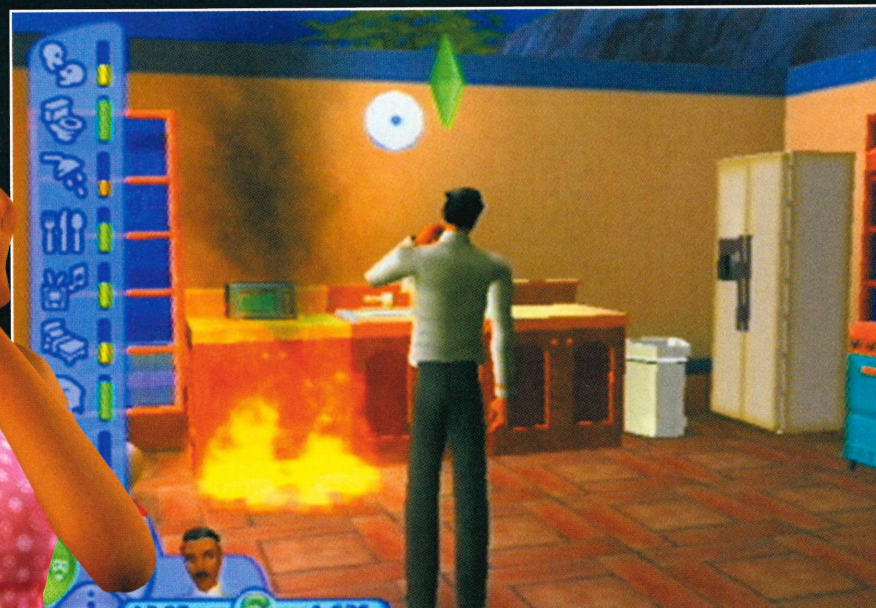
Get Ingredients is the option you should be using the most. You'll have a list of ingredients to choose from and you can throw four together to make any meal you want. Press **Y** to access your unlocked recipes; these are unlocked by reading newspapers or books while on the loo or in bed. You can also harvest extra fish ingredients. Buy an aquarium and set it up anywhere in your house. Regularly feed the fish and you'll have an option to Get Fish.

When using Get Ingredients, your Sim will prepare the ingredients and then you'll have to cook them. Do this by walking with the food to the stove. To begin with, you only have the electric stove, but you can buy a blender and microwave to increase the amount of food you can make. Also note that when using Get Ingredients, your Cooking skill will slowly increase. Some goals demand

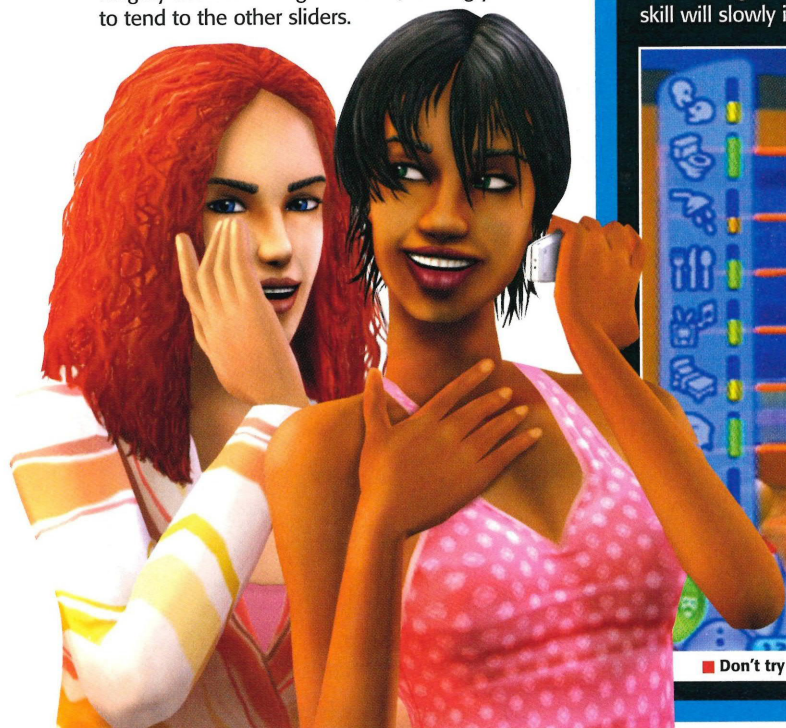
you gain a Cooking point and this is the only way to do so. Finally, don't try to cook anything above your skill level (press up on the D-pad to see how good your Sim is at cooking). There's a possibility that it will catch fire or, worst-case scenario, that *you* catch fire. If this happens, change Sim and call the Fire Brigade as soon as possible. If you're really concerned, buy a Fire Extinguisher and put it in the kitchen.

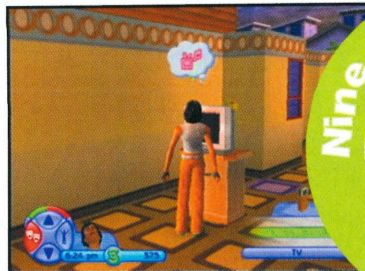
The other options are a waste of time. Get Snack (\$5) seems convenient, but for \$6 you can prepare Roast Beef from Get Ingredients and earn a bigger addition to your Hunger bar and Cooking skill points. It takes longer, but the benefits are worth it. Get Group Ingredients is expensive and only worth doing if you're throwing a party or following the Popularity Aspiration, when certain goals will demand it. Finally, Get Generic Ingredients (\$12) is a ready-made meal for one, but doesn't really fill up the Hunger bar enough to justify the cost.

Sit down when you eat, as this makes the food last longer and recovers your Comfort slider. When you're done, put the plates away or they'll cause Room and Hygiene levels to drop. You can put the plates down and wait for a fellow Sim or maid to tidy up after you, or walk to the kitchen and select the Wash Plates option at a sink or – sneakiest of all – offer your last scraps of food to a fellow Sim, which increases your relationship with that Sim *and* offloads the washing up.



■ Don't try to tackle recipes you aren't that good at yet, otherwise you might start a fire!





Nine o'clock news

Ensure that you collect the newspaper every morning. It will tell you about available jobs and sometimes will unlock extra recipes too.

FUN

The Fun slider shows how amused your Sim is. The lower the slider is, the less fun your Sim is having. When your Sim is really bored, he'll keep stopping to yawn and will refuse to perform most tasks. Your Sim will also refuse to talk to other Sims when the slider is at its lowest.

This slider is easily taken care of. To begin with, your house has a television set and stereo in the living room, with a trampoline out in the garden. If your Sim is bored, sit down and watch television, as this proves the fastest way for your Sim to restore his fun levels. You can dance or use the trampoline, but these will cause your Energy and Hygiene levels to drop. Each area has its own easily accessible and unique fun item. Shoreline Traits has the surf machine at the back, for example.

Ideally, you should start purchasing items from the Buy Catalogue (press start to find it) and look where each item in the catalogue is marked with a TV icon. The higher the number next to this icon, the more likely it is to entertain you and the faster it will fill up your Fun slider. Try to keep a few Fun items spread across each house so you're never too far away from one. Try to vary the Fun items you use so the effectiveness of each item stays high. Also bear in mind that each Sim likes different things: Felicity hates playing table football and loves dancing, while Torin quickly gets bored watching TV. Finally, remember that the lower the slider is, the fussier your Sim will be about what entertains him.



■ When this bubble appears over your Sim's head, it means he's getting bored.

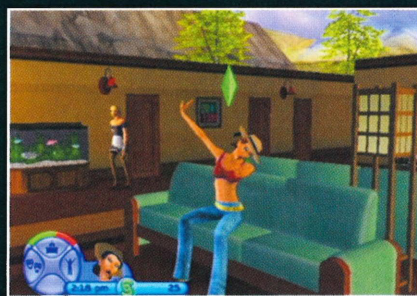
ENERGY

The Energy slider shows how much energy your Sim has left and how much he needs sleep. When the Energy bar runs out, your Sim will fall asleep on the spot and won't wake up until his Energy levels have recovered. This will take a few hours and is obviously dangerous when you get a job, as you don't want to oversleep and miss your ride to work.

To keep your Energy levels topped up, get regular sleep. Your sleeping patterns tend not to fall in line with the usual midnight to 8am pattern that most people have, but just make sure you have enough sleep to see you through to the journey to work (even if it means sleeping on the sofa or someone else's bed). In fact, the sofa is a pretty good place to sleep. Choose the Sit option, then Power Nap and your Sim will sleep on the spot. If you

need some sleep before work, this is the best option because it cuts down on the lengthy getting-dressed animation that sometimes causes you to miss your ride to work.

When you buy more expensive beds, you'll notice the Energy bar fills up much faster when sleeping. Once you have all the necessary furniture (kitchen appliances, new rooms and so on), the bed is the first upgrade you should make. Don't place double beds in corners – your Sims need a space to walk around the side of the bed to climb in, which they can't do if the bed has been rammed into the corner. Finally, if someone else is in your bed, you can't sleep in it (even if it's a double). Felicity is an obvious exception to this rule but if, for example, Fabrizio is sleeping in your double bed, you're going to have to find a spare bed or the nearest sofa.



■ You can take a Power Nap to get your Energy back.



■ If someone is in your bed, try to wake them up.



■ Sit down when eating food and you'll restore your Comfort levels at the same time.

COMFORT

This is the easiest bar to take care of and shows how much pain you are in from having to stand all day. However, the Comfort levels rarely (if ever) drop down to the bare minimum because there are so many ways of recuperating.

Sitting down while eating, sitting down while watching television and getting some sleep are

the best ways to recuperate because you'll be recovering Hunger, Fun and Energy sliders at the same time. Your Comfort levels should never drop that low because if they do, it means that you're really not doing something right, and your Hunger, Fun and Energy levels will also be in trouble.

ROOM



■ Ensure that you regularly dump the rubbish.

The Room slider indicates the general well-being of your house. If you live in a pigsty full of people you don't like, your Room levels will drop. Conversely, if your house is clean and full of your friends, it will remain high. Throw out rubbish regularly, pick up the newspapers from your lawn, ensure there are no dirty plates around and mop up the bathroom whenever the shower leaks to keep your Room level high. Also, hire a maid to keep the rubbish levels down. The quickest way to ensure your Room levels reach peak condition is to move from room to room and see what effect it has on your Sim. Take him to a clean room, then switch Sim and get the Sim to clean up the mess.



GETTING A JOB

You need to get a job in *The Sims 2*. You need money to pay the bills, money to feed yourself and money to complete most of the goals, many of which involve purchasing an item from the Buy Catalogue. To get a job, *The Sims 2* says you need to head down to

Shoreline Traits – but you don't. Simply pick up a newspaper from your front lawn, select it, then choose Get Job for a list of vacancies. Always go through all the available jobs. Just because you turned it down, it doesn't mean it's gone forever – just pick up the newspaper and check the jobs

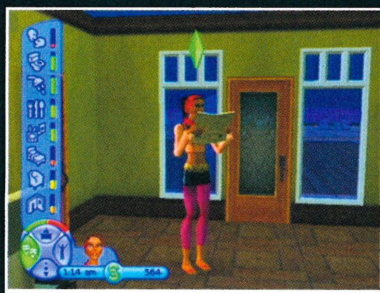
section again. When you're done with the newspaper, throw it in the bin and check the lawn the next day for yet another newspaper and more jobs. Don't let the newspapers collect on the lawn as the paperboy will stop delivering if he sees too many.

WHICH JOB?

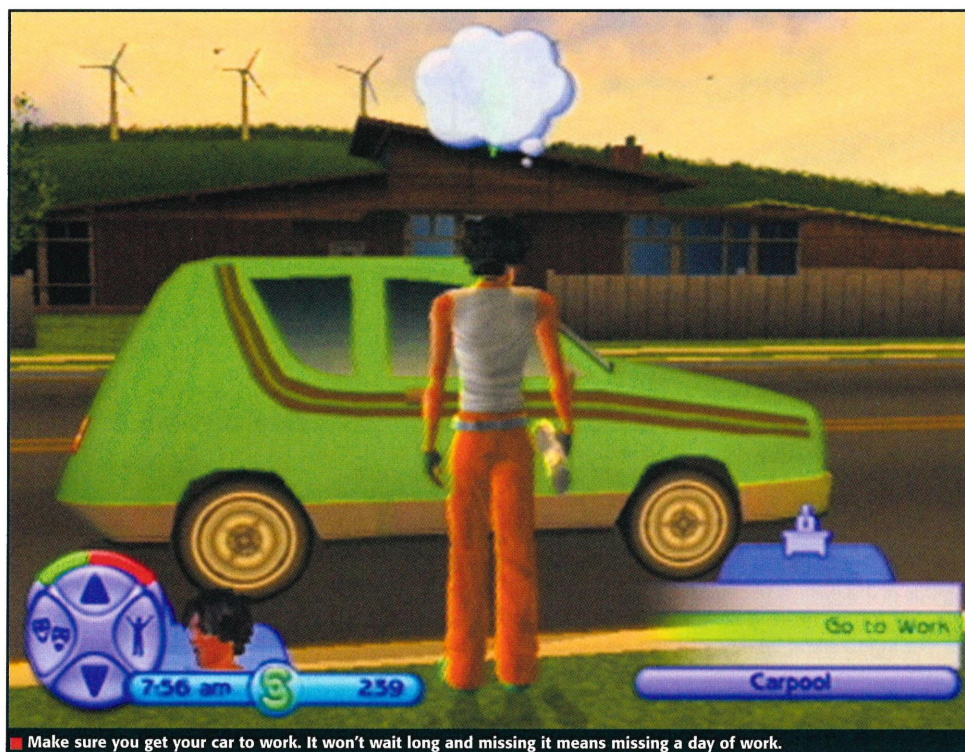
There are no requirements for starting in any of the ten job categories, but check your goal list first. Sometimes your goal will be to get a job in a certain industry, so it's best to get that job now rather than having to go through a lengthy career first, max out that career and then change jobs.

Pay attention to the hours you have to work and the pay you receive. You obviously don't want a job with bad pay, but a job with long hours is even worse, as this will leave little time to pursue goals and look after your mood sliders. The easiest jobs are found in Security, Fashion and Art. These jobs rely on Strength or Creative skills, which are easy to build up. The worst is in Politics which relies on Charm, the hardest creative skill to build up. You also need to have a lot of friends for a promotion in a Politics job. Avoid them if you can.

When you have control over multiple Sims, try to get as many of them working as possible. The more Sims that have jobs, the more money you'll be earning a day. Don't worry about ensuring they all make it to work on time, as the computer-controlled Sims usually see themselves to work and back. Your only concern is the Sim you're controlling.



Look in the paper to check the jobs section.



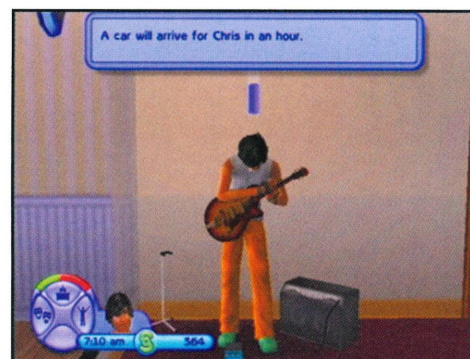
Make sure you get your car to work. It won't wait long and missing it means missing a day of work.

GETTING TO WORK

An hour before you're due to start work, a green car called Carpool will turn up for you. Look out for the messages informing you that the car will turn up and then use the Go To Work option on the car to get in and drive to work. While at work, you lose control over that Sim until he comes back, so the game will switch to another Sim (if you have other Sims available). Avoid getting involved in any conversations, exercises or long-winded actions just before the car turns up. You can't quit out of the animation whenever you want and some of them take so long to finish that the car is long gone by the time you're ready.

One goal asks you to take a day off work. Don't be fooled by the description – you have to complete this objective by not getting in the car to go to work, rather than anything command based. *The Sims 2* is quite lenient with the amount of time you can take off work, but don't miss two days in a row because you'll

be fired. It's important to remember that your sliders won't change while you're at work. If you're bursting for the loo when you go to work, you'll still need the loo when you come back. This is especially important when deciding when to sleep to regain Energy.

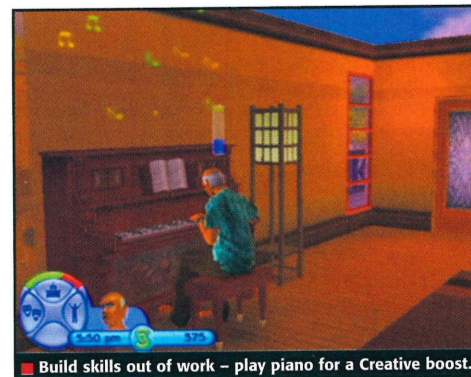


Look out for these messages so you never miss your ride

PROMOTIONS

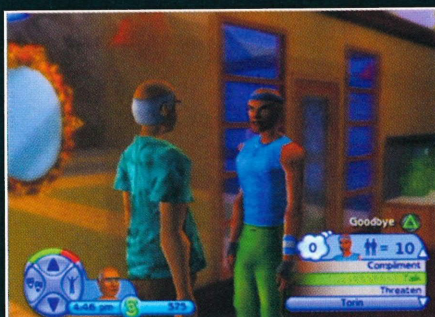
Getting promoted in *The Sims 2* is skill based. When you accept your job, it will tell you what requirements you need to get a promotion. All jobs depend on one particular skill and you'll need to build that skill up in order to gain a promotion. For example, if you accept a job as a house decorator in Art, you'll need your Creative skill to be quite high before you can get promoted.

The benefits of being promoted are better pay and less hours, leaving you more time to achieve your goals. It also boosts your Social slider and you'll get a small bonus with each promotion. You can accept another job at any time but you'll be starting from the bottom of the long-hours-low-pay scale again, which is why it's best to get any career-based objectives out the way with the first job you choose.



■ Build skills out of work – play piano for a Creative boost.

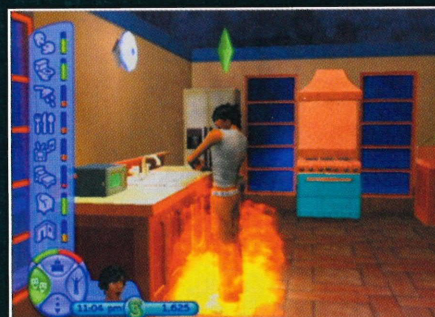
ALSO REMEMBER...



■ DAILY ROUTINE: Once your routine is nailed down, find time to make friends and build relationships.



■ GHOST: As a ghost, you can still talk to other Sims. Well, you can spook other Sims anyway!



■ LAZY BONES: Whether you do it yourself or hire someone, repair cooking items as soon as they break!

DAILY ROUTINE

While your goals change, your daily routine should stay more or less the same and go something along these lines: wake up, go to the bathroom and wash your hands to keep your Hygiene level in check. Go to the mailbox, pay the bills, pick up the newspaper and read it. Then try to achieve a goal – buying a single bed, for example. Once you've done that, it's best to tide yourself over until your car from work arrives. Go to work and when you return use a Skill Item to build your relevant job skill to try to earn a promotion. This will change depending on what skills you have to learn and what goals you have to achieve, but the general idea is the same: plan your day around work.

GRAB MODE

When you buy items and place them, Grab mode will kick in. This isn't just for moving items around though. Grab an item you no longer need and press to sell it. This also helps free up room if your house is filling with too much junk and threatening to violate the Fire Health & Safety code explained at the start. If you want to check up on the Fire Health & Safety code limit, just look to the red bar on the right while in Grab mode.

COWBOY BUILDERS

Some goals require you to build an extra room that rewards you with a whopping 750 Aspirational Points. Best of all, you can cheat. Go to Build Catalogue and select wall type. Find a small area to build in and make your room one square by one square big. The game will award you 750 Aspirational Points, all for the cost of a tiny 1x1 room. As a side note, don't build rooms thinking that you can cram more junk in to get around the Fire Health & Safety code. No matter how many rooms there are and how big they are, the limit is the same.

GHOST

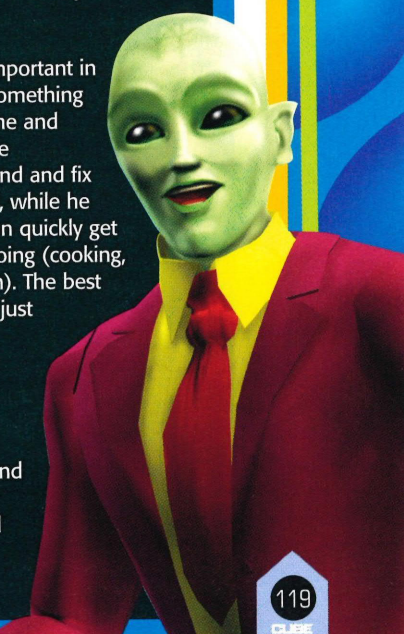
A cute extra that most people will probably miss is that you can die in *The Sims 2*. It's not as easy as you might think – the quickest way to die is to starve yourself to death, which can take a few days. When you snuff it, you become a ghost and you can still walk around. Try to socialise with someone and you'll have new options: Puke, Wail, Possess and so on. It's worth trying at least once to see what fun can be had as a spirit on the other side!

FIRE HAZARD

If you don't want to risk dying, make sure you have a phone or buy a Fire Extinguisher (\$1,000) for the kitchen. There's always a small chance of a fire in the kitchen. Should one break out, either call the Fire Brigade or use the Fire Extinguisher. If the fire goes on for too long, it'll destroy the unit that's on fire. Worse than that, if you're on fire yourself, you'll die!

LAZY BONES

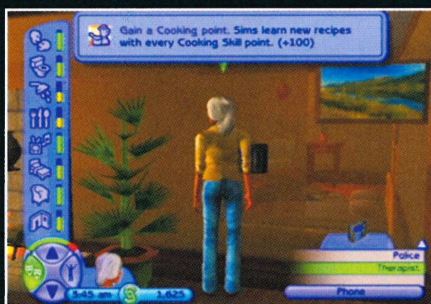
The Repair skill isn't that important in *The Sims 2* so whenever something breaks down, use the phone and select Services, then choose Repairman. He'll come round and fix anything that's broken and, while he charges a small fee, you can quickly get on with whatever you're doing (cooking, having a shower and so on). The best time to call a repairman is just before you go to work, as being at work freezes your mood sliders while time still passes. That way, you can come home to a working stove or shower and quickly sort out whatever slider needed attention. All without having to learn the Repair skill!



ALSO REMEMBER...

IF YOU GET REALLY STUCK

The millions of goals in *The Sims 2* depend on what personality you choose, what aspirations you have and other random factors. However, the game will offer up to four goals to tackle at once, which provides plenty of leeway to get around the toughest goal. However, if you do get stuck, buy a phone choose Services and call Therapist. The Therapist can change your list of goals and fears, essentially refreshing the tasks you need to achieve. Easy!



■ Get on the phone to a Therapist when you're really stuck – it's the last option in Services.



■ Your personality will affect the goals you get, so choose carefully how you allocate points.

SKILLS TO PAY THE BILLS

Zoom in and out with the G-stick to get the best view. You can also spot some cute in-jokes when you zoom in close enough...

So how do you improve your skills to land a promotion? There are various ways, but the easiest is to look for the Skill Items section in the Buy Catalogue. Here, there are items you can buy that will boost certain skills. The icon

next to each item will show you what that item will boost. Press up twice on the D-pad to see what icon does what. You gain Aspirational Points for achieving each goal in the game and these go towards unlocking extra Skill Items,

which prove to be even better at boosting stats. All Skill Items work the same way – keep using the item until the blue bar fills up to increase a level. Here are the categories and how to boost each one...



■ Even if you're strong, don't start picking fights with other Sims. You need to be in everyone's good books.

STRENGTH

There are plenty of Skill Items available to boost Strength stats, but by far the best value for money is the Exercise Weights Machine (\$500). You'll have Light, Medium and Heavy Weight Training options. Start off at Light and you'll reach Level 3 quickly. All characters should do this, even if strength isn't a necessary requirement. After that, you can either go slowly on Light Weight Training or gamble on Medium Weight Training, which can cut you off halfway through weight training and reset the blue bar.

REPAIR

If you see anything smoking (most likely in the kitchen), walk up to it and use the Repair icon. A green bar will indicate how long it is before the item in question is fixed.

The Repair skill also comes in handy for a few jobs such as Military, but chances to level up your Repair skill are limited to household items breaking down. Make sure you don't hire a repairman if you want to build this stat, as he'll repair everything before you get a chance to tackle the problem.



■ **COOKING:** Always cook your own ingredients wherever possible to build up this skill.

COOKING

Your Cooking skill increases every time you use Get Ingredients or Get Group Ingredients and make your own food from fresh. While it doesn't increase a huge amount, the large amounts of cooking that you'll inevitably end up doing mean this is one of the first skills to max out. Cooking isn't that important for jobs but extremely important for your own well-being, as you can cook more advanced meals as your skill goes up, meaning it's easier to keep Hunger at bay.

INTELLECTUAL

A must for jobs in Science, the Intellectual skill has plenty of items that you can use to boost its level, from the Telescope to the various Bookcases. Being Intellectual also increases the chances of being responded to positively during conversation, so making friends becomes easier.

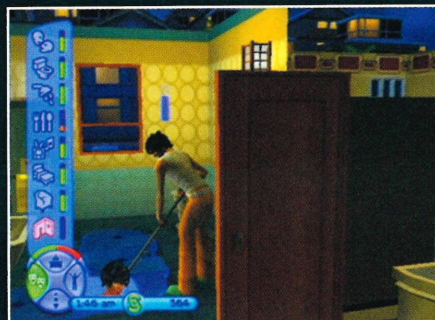
CLEANING

Cleaning isn't a hugely important skill but with two flatmates regularly using your shower, it's almost certainly going to leak at some point (especially if you don't upgrade). Clean each puddle individually by standing over it and choosing the Puddle option. It takes a while, but this will quickly boost your stats, as there's so much cleaning to be done! The only other cleaning you need to do concerns your Hygiene and Room levels – clean the kitchen surface, clean the shower, clean the toilet. Quick tip: always flush after using the toilet; that way, you won't have to clean it as much.

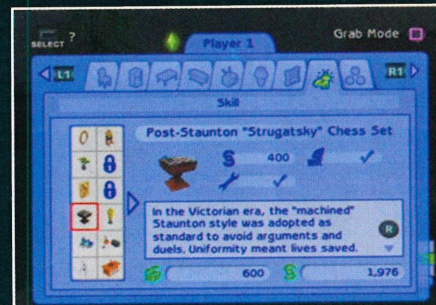
CHARM

Charm is a nightmare to build up. There's no easy way of doing so, as you have to go out and meet new people and become friends with them. So even when some goals ask you to become enemies with certain characters (for example, if you pick the Wealth aspiration with star sign Pisces personality you have to become enemies with Torin), you have to make friends with him again simply to boost your Charm rating. Once you have Charm, it's easier to make friends though, as your conversation options are more likely to work. Jokes are more likely to make people laugh, for example.

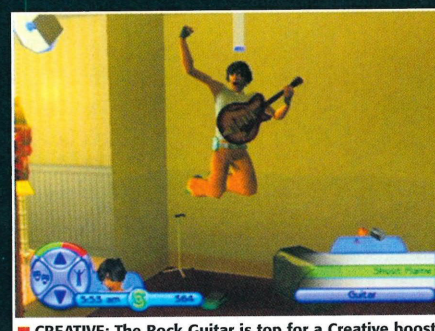
The Wall Mirror for \$100 is the only practical item you can use to help build Charm, but it will only see you through to Level 3 Charm at most. Beyond that, you need to start making friends. Building Charm takes time, but with Charm on your side you can start tackling the high-paying political careers. Still, it's best to save those careers for later on, when you've



■ **CLEANING:** A leaky shower can up your Cleaning skill.



■ **INTELLECTUAL:** The Chess Set is a good choice.



■ **CREATIVE:** The Rock Guitar is top for a Creative boost.

got some money in your pocket and can afford to switch to a tougher job.

CREATIVE

The Creative skill is used in a lot of jobs, so it's best to level it up as much as you can at the start of the game. Buy a Bonsai Tree (\$200) for a nice, cheap Skill Item to boost Creativity and prune it every morning and night. When you have enough money, buy a Rock Guitar (\$1,500) and play on it as much as possible. The Rock Guitar is one of the best Skill Items in the game. Keep using the Shoot Flame command while playing it and your Creative skill will go through the roof.

One good idea is to max out this command, go into the career that your goals specify and then switch over to a Creative career (painter, model, musician and so on) once you've satisfied that goal. Given how easy it is to level up your Creative skill, you'll hurtle up the career ladder and quickly land numerous promotions and lots of cash.



■ **CHARM:** The Wall Mirror will boost your Charm.

DIRECTORY

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory!*

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-House	1	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-House	1-2	8	PAL	4.4
2002 FIFA World Cup	EA	In-House	1-4	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
Agent Under Fire	EA	In-House	1-4	9	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	10	PAL	9.1
Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	8.9
Animal Crossing	Nintendo	In-House	1-4	37	PAL	8.0
Animal Leader	Nintendo	Saru Brunei	1	5	NTSC	7.5
Amazing Island	Sega	Sega	1-2	38	NTSC	7.4
Asterix & Obelix XXL	Atari	In-House	1	34	PAL	5.1
ATV 2	Acclaim	Climax	1-2	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	11	PAL	4.3
Baten Kaitos	Namco	Monolith Software	1	41	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	20	PAL	3.9
Batman Vengeance	Ubisoft	In-House	1	6	PAL	6.2
Battle Houshin	Koei	In-House	1	7	NTSC	7.0
Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-House	1	29	PAL	9.4
Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-House	1-2	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.3
Bionicle	EA	Argonaut	1	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.5
Bomberman Generations	Majesco	Hudson Soft	1-4	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	6	PAL	8.4
Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.6
Capcom Vs SNK: EO	Capcom	In-House	1-2	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.0
Catwoman	EA	Argonaut	1	35	PAL	4.0
Cel Damage	EA	In-House	1-2	6	PAL	4.3
Conan	TDK	Cauldron	1	32	PAL	4.2
Conflict: Desert Storm	SCi	Pivotal	1-4	18	PAL	8.2
Conflict: Desert Storm 2	SCi	Pivotal	1-2	25	PAL	8.5

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

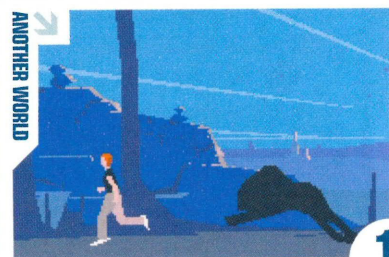
➤ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-House	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
Dakar 2	Acclaim	In-House	1-2	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
Dead To Rights	EA	Namco	1	22	PAL	6.8
Defender	Midway	In-House	1-2	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9
Def Jam: Fight For New York	EA	Ari	1-4	37	PAL	9.2
Die Hard: Vendetta	Vivendi	Bits Studios	1	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	24	PAL	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-House	1	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubisoft	1	6	PAL	5.0
Donald Duck: Quack Attack	Ubisoft	In-House	1	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	28	NTSC	9.2
Donkey Konga	Nintendo	In-House	1-4	37	PAL	9.0
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
Doshin The Giant	Nintendo	In-House	1	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	26	PAL	4.5
Dragon's Lair 3D	THQ	Dragonstone	1	32	PAL	4.0
Dream Mix TV World Fighters	Hudson	Eighting	1-4	30	NTSC	3.4
Dr Muto	Midway	In-House	1	17	PAL	5.0
Driven	Bam!	In-House	1-2	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	11	PAL	5.2
Enter The Matrix	Infogrames	Shiny	1	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-House	1-2	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	12	PAL	9.3
F1 2002	EA	In-House	1-2	9	PAL	7.6
F1 Career Challenge	EA Sports	In-House	1	21	PAL	6.4
FIFA 2005	EA	EA Sports	1-4	38	PAL	7.0
FIFA 2004	EA	EA Canada	1-4	26	PAL	8.9
FIFA Football 2003	EA	In-House	1-4	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
Fireblade	Midway	Avalanche	1	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	9.4
Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
Gauntlet: Dark Legacy	Midway	In-House	1-4	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	20	NTSC	7.5
Gladius	Lucasarts	In-House	1	26	PAL	6.5
Goblin Commander	Jaleco	In-House	1	30	PAL	6.2
Godzilla: DAMM	Infogrames	Pipeworks Studios	1-4	13	PAL	4.0
GoldenEye: Rogue Agent	EA	EA LA	1-4	40	PAL	5.9
GPX Cyber Formula	Sunrise	In-House	1-4	37	NTSC	6.1
GT Cube	MTO	In-House	1	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	14	PAL	7.0
Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8
Harry Potter: Quidditch World Cup	EA Games	In-House	1-2	27	PAL	6.5

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

MILES' GAMES

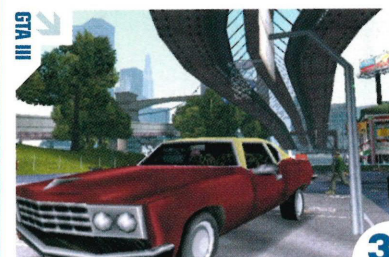
A kid with really small handwriting wrote in to ask what Miles' top five games are. Here you go.



(AMIGA)
The first game I ever played that really felt like you were part of a bigger picture and not the centre of the universe. I stayed up all night to complete it.



(SPECTRUM)
This was so far ahead of its time it's not even funny. Twenty years later and it still stands up.



(PS2)
The first truly persistent, living, breathing game world and perhaps the first truly next-generation game. *GTA III* was a landmark in gaming.



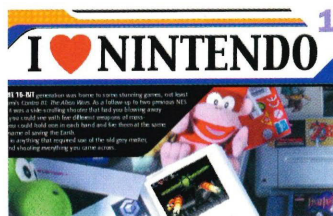
(GAMECUBE)
The most beautiful, finely crafted videogame of all time. Nuff said.



(PS2)
The newer versions of *Pro Evo* are far more realistic but this got the balance between simulation and videogame spot on.

THINGS TO REPLACE TOP 5s

Because every month we get more desperate for subjects while trying not to repeat ourselves and be vaguely amusing. Vaguely.



I HEART NINTENDO

We could bring it back and fill it with a different retro Nintendo game every month, and everyone would be like: "Aww, I remember playing that!" Except that would be stealing *NGC's* 'thing'.



RANDOM PICTURES

When Gary left he left behind the Shiznit folder full of pics from the internet and other places. Tim took on the mantle of the Shiznit and filled it with pictures of Buckfast. We could share this with you, that might be fun.



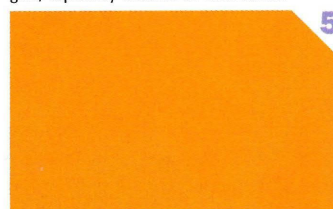
A COMIC

Hastily drawn in Paint because none of us can draw, not even Lewis. Look at our adventures as we go for the fifth fag break of the day. Sometimes Chandra comes out as well, even though he doesn't smoke.



BIRDS

Because "round here we say birds, not bitches" and we haven't bought an album since 2001. For some reason it was The Streets. But who wouldn't like to see pics of girls, especially dressed as Catwoman?



A BIG BLOCK OF COLOUR

Just a rectangle of blue or, looking at the list of colours available, Burnt Orange Copy 2. Everyone can have fun guessing what colour we'll use next. We could make a competition out of it – that would be as fun as this waffle.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	21	PAL	7.9
Hulk	Vivendi	Radical	1	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	14	PAL	4.7
Jikkyou Powerful Pro Baseball 11	Konami	In-House	1-2	37	NTSC	8.1
Jimmy Neutron: Boy Genius	THQ	In-House	1	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	11	PAL	7.6
King Arthur	Konami	Krome	1-2		PAL	4.3
Kinniku Man 2	Bandai	AKI	1-4	16	NTSC	8.9
Kirby Air Ride	Nintendo	In-House	1-4	30	PAL	7.0
Knights Of The Temple	TDK	Star Breeze	1	31	PAL	5.5
Knockout Kings 2003	EA	In-House	1-2	14	PAL	7.9
Kururin Squash	Nintendo	Eighting	1-4	40	NTSC	7.8
Legend Of Golfer	Nintendo	Seta	1-4	35	NTSC	7.0
Lemony Snicket's A series Of...	Activision	Amaze	1	41	PAL	5.6
LOZ: Four Swords Adventures	Nintendo	In-House	1-4	38	PAL	7.8
Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	32	NTSC	9.4
Legend Of Zelda: Wind Waker	Nintendo	In-House	1	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-House	1-4	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-House	1-4	7	PAL	4.6
Looney Tunes Back In Action	EA	Warthog	1	31	PAL	6.0
Lost Kingdoms	Activision	From Software	1	8	PAL	7.0
LOTR: Return Of The King	EA	In-House	1-2	26	PAL	5.8
LOTR: The Two Towers	EA	In-House	1	16	PAL	7.7
Lord Of The Rings: The Third Age	EA	In-House	1	38	PAL	8.5
Luigi's Mansion	Nintendo	In-House	1	6	PAL	7.8
Madden NFL 2005	EA	EA Sports	1-4	38	PAL	8.9
Madden 2004	EA Sports	In-House	1-4	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	Camelot	1-4	33	PAL	8.0
Mario Kart: Double Dash!	Nintendo	In-House	1-16	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	13	PAL	9.0
Mario Party 5	Nintendo	Hudson	1-4	27	PAL	7.0
Mario Party 6	Nintendo	Hudson	1-4	40	NTSC	7.3
Mario Power Tennis	Nintendo	Camelot	1-4	40	PAL	7.9
Marvel Nemesis	EA	In-House	1-2	51	PAL	4.2
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-House	1-4	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-House	1-4	25	PAL	9.0
Medabots Infinity	Ubisoft	Natsume	1-2	38	PAL	4.0
Mega Man Anniversary Collection	Capcom	Atomic Planet	1	36	PAL	8.5
Mega Man Network Transmission	Capcom	In-House	1	22	PAL	7.9
Mega Man X: Command Mission	Capcom	In-House	1	39	PAL	8.2
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	17	PAL	9.6
Metroid Prime 2: Echoes	Nintendo	Retro Studios	1-4	39	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
MSG: Gundam Vs Zgundam	Bandai	Capcom	1-4	41	NTSC	6.6

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

⊕ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

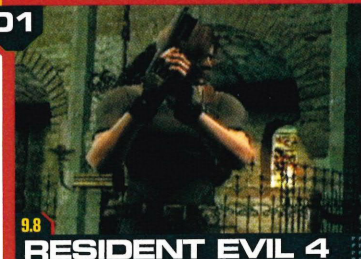
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Mortal Kombat: DA	Midway	In-House	1-2	15	PAL	8.6
■ Mr Driller Drill Land	Namco	In-House	1-2	17	NTSC	8.8
■ MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
■ Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
■ NBA 2K3	Infogrames	Nintendo	1-4	8	PAL	6.8
■ NBA Live 2004	EA	In-House	1-4	26	PAL	7.3
■ NBA Live 2005	EA Sports	EA Canada	1-4	39	PAL	8.0
■ NBA Street	EA	NFX	1-2	6	NTSC	8.4
■ Need For Speed: Hot Pursuit 2	EA	In-House	1-2	12	PAL	5.3
■ Need For Speed Underground	EA	Black Box	1-2	26	PAL	6.5
■ Need For Speed Underground 2	EA	EA Canada	1-2	39	PAL	7.1
■ NFL Quarterback Club 2002	Acclaim	In-House	1-8	4	PAL	6.1
■ NFL Street	EA	EA Big	1-2	29	PAL	8.6
■ NHL 2005	EA	EA	1-4	37	PAL	8.7
■ NHL 2004	EA	EA Sports	1-4	24	PAL	8.5
■ NHL Hitz 2002	Midway	Blackbox Games	1-4	6	PAL	8.4
■ NHL Hitz 2003	Midway	In-House	1-4	14	PAL	8.4
■ NHL Hitz 20-03	Midway	Blackbox	1-4	11	NTSC	8.6
■ Nightfire	EA	In-House	1-4	14	PAL	7.9
■ Nintendo Puzzle Collection	Nintendo	In-House	1-4	17	NTSC	7.0
■ One Piece Treasure Battle	Bandai	In-House	1-4	15	NTSC	5.8
■ Outlaw Golf	THQ	Hypnotix	1-2	19	PAL	7.9
■ Pac-Man Fever	Namco	In-House	1-4	12	PAL	5.7
■ Pac-Man Vs	Namco	In-House	1-4	28	NTSC	8.8
■ Pac-Man World 2	Namco	In-House	1	16	PAL	4.2
■ Pac-Man World 2 (import)	Namco	In-House	1	5	NTSC	6.1
■ Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	36	NTSC	9.4
■ Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	39	PAL	9.0
■ Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	16	PAL	7.5
■ Phantasy Star Online III C.A.R.D.	Sega	In-House	1-2	33	PAL	6.0
■ Pikmin	Nintendo	In-House	1	7	PAL	9.0
■ Pikmin 2	Nintendo	In-House	1-2	37	PAL	9.3
■ Pitfall: The Lost Expedition	Edge Of Reality	In-House	1	30	PAL	7.8
■ P.N.03	Capcom	In-House	1	23	PAL	8.2
■ Pokémon Box	Nintendo	In-House	1	21	NTSC	2.9
■ Pokémon Channel	Nintendo	In-House	1	30	PAL	8.0
■ Pokémon Colosseum	Nintendo	Genius Sonority	1-4	32	PAL	8.6
■ Pool Paradise	Ignition Ent.	Awesome Studios	2	31	PAL	8.0
■ Prince Of Persia: Sands Of Time	Ubisoft	Ubisoft Montreal	1	29	PAL	9.3
■ Prince Of Persia: Warrior Within	Ubisoft	In-House	1	40	PAL	9.0
■ Pro Rally	Ubi Soft	In-House	1-2	13	PAL	5.9
■ Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
■ R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
■ Rainbow Six 3	Ubisoft	In-House	1-2	34	PAL	8.2
■ Rally Championship	Sci	Warthog	1-4	17	PAL	6.8
■ Rayman 3 Hoodlum Havoc	Ubisoft	In-House	1	16	PAL	8.1
■ Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
■ Redcard	Midway	Point Of View	1-2	9	PAL	7.2
■ Reign Of Fire	Bam!	In-House	1-2	13	PAL	8.0
■ Resident Evil 2	Capcom	In-House	1	9	PAL	6.0
■ Resident Evil	Capcom	In-House	1	10	PAL	9.0
■ Resident Evil Code: Veronica X	Capcom	In-House	1	30	PAL	7.1
■ Resident Evil: Nemesis	Capcom	In-House	1	19	PAL	7.0
■ Resident Evil Zero	Capcom	In-House	1	16	PAL	9.0
■ Robocop	Avalon	Avalon	1-2	34	PAL	5.4
■ Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

GAMECUBE

GOT A GAMECUBE? THEN YOU
NEED THESE TEN GAMES!

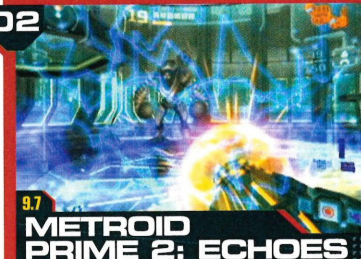
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9.8
RESIDENT EVIL 4

2005/CAPCOM

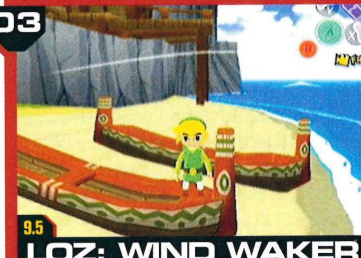
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9.7
METROID PRIME 2: ECHOES

2004/NINTENDO

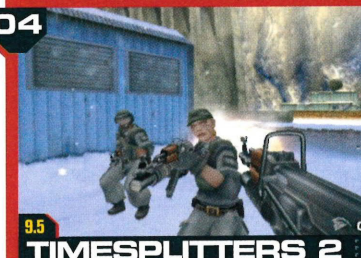
03



9.5
LOZ: WIND WAKER

2002/NINTENDO

04



9.5
TIMESPLITTERS 2

2002/ID005

05



9.4
LOZ: FOUR SWORDS +

2004/NINTENDO

06

MARIO KART: DOUBLE DASH!!

2003/NINTENDO

9.4

07

PAPER MARIO 2

2004/NINTENDO

9.4

08

BEYOND GOOD & EVIL

2003/UBISOFT

9.4

09

SUPER MARIO SUNSHINE

2002/NINTENDO

9.4

10

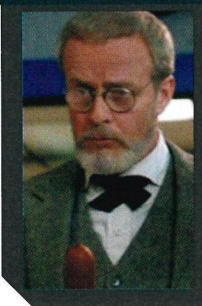
F-ZERO GX

2002/NINTENDO

9.4

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Every month Dr Frood investigates the motivations that drive your gaming heroes, except this month...



Bish! Frood back yo! Apologies for last month's performance and that. Right, let's get stuck into those sodding monkeys. I've been looking forward to this for ages. The monkeys, you see, are very shallow creatures. Irritating, but only in a superficial way. They squeak and scratch and get on your nerves, but when Frood drop da bomb they back the hell up and quiet themselves.

The big question is why would such intelligent creatures be prepared to swap a life of frolicking in lush tropical jungles for one of hacking away at GameCube games and living in a dank, mildewy hole.

I spent a good 20 minutes observing them in their unnatural habitat, and the truth of the matter is even I can't get a handle on the little buggers. It would be easy to suggest their mischievous nature is a natural reaction to compensate for their squalid quality of life, but it is my professional opinion that their heads are stuffed full of cotton wool. There's no central cognition, just a bunch of sparking, unconnected nerve ends held together with tape.

I would have spent longer with them but it smells down there. Damn it, one of them got loose! I gotta go.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Rock Man EXE Transmission	Capcom	Akira	1	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
Samurai Jack: The Shadow Of Aku	Sega	Adrenium Games	1	33	PAL	6.1
Scooby Doo!	THQ	Heavy Iron Studios	1-2	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art Mind & Move	1	31	PAL	6.6
Scooby Doo! Unmasked	THQ	A2M	1	51	PAL	7.1
Second Sight	Codemasters	Free Radical	1	36	PAL	8.6
Sega Soccer Slam	Sega	Blackbox Games	1-4	11	PAL	9.0
Serious Sam: Second Encounter	Take 2	Climax	1-4	32	PAL	8.0
Shark Tale	Activision	Edge Of Reality	1	39	PAL	6.8
Shikigami No Shiro II	KSG	Alfa System	1-2	27	NTSC	7.2
Shrek 2	Activision	Luxoflux	1-4	34	PAL	7.8
Simpsons Road Rage	EA	Radical Ent	1-2	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	5	PAL	3.8
Skies Of Arcadia Legends	Sega	Overworks	1	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	1	PAL	7.1
Sonic Adventure 2: Battle	Sega	Sonic Team	1-2	6	PAL	7.6
Sonic Adventure DX	Sega	Sonic Team	1	20	PAL	6.1
Sonic Gems Collection	Sega	Various	1-2	51	PAL	6.0
Sonic Mega Collection	Sega	In-House	1-2	15	PAL	8.0
Sonic Heroes	Sega	Sonic Team	1-4	29	PAL	7.0
Soul Calibur II	Nintendo	Namco	1-2	24	NTSC	9.2
Spartan: Total Warrior	Sega	Creative Assembly	1	51	PAL	8.1
Spawn: Armageddon	EA/Namco	Point Of View	1	30	PAL	5.3
Speed Kings	Acclaim	Climax	1-2	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	29	PAL	8.7
Spider-Man 2	Activision	Treyarch	1	35	PAL	8.8
Spider-Man: The Movie	Activision	Treyarch	1	7	PAL	6.0
Splinter Cell	Ubisoft	In-House	1	19	PAL	8.8
Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	35	PAL	8.5
SpongeBob SquarePants: BFBF	THQ	Heavy Iron	1	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	7	PAL	5.9
Spyro: A Hero's Tail	Vivendi Universal	Eurocom	1	39	PAL	6.8
SSX Tricky	EA	EA Big	1-2	7	PAL	8.0
SSX3	EA	EA Big	1-2	25	PAL	9.3
SSX On Tour	EA Big	EA Canada	1-2	51	PAL	8.8
Starfox Adventures	Nintendo	Rare	1	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	13	PAL	6.7
Street Racing Syndicate	Namco	Eutechnyx	1-2	41	NTSC	7.3
Super Bubble Pop	Jaleco	Runecraft	1-2	18	PAL	5.5
Supercross World	Acclaim	In-House	1-4	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-House	1	10	NTSC	9.4
Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
Super Smash Bros Melee	Nintendo	In-House	1-4	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
Tales Of Symphonia	Namco	In-House	1-4	37	PAL	8.0
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

➤ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

**DON'T BE FOOLED BY
THE NEW JOB THAT I
GOT, I'M STILL TIMMY
FROM THE BLOCK**

GUESS WHAT – I'M actually starting to like my DS, in a way. Mostly. Sometimes. Well, hmm, thinking about it, I'm not sure. Here's what happens:

I play on it during the day sometimes when I'm reviewing something, or skiving and it looks like I'm working (heh heh!) and then when I go home I usually end up playing some more. So yeah, on the surface it seems like I'm always playing it a lot and for fun, but if you look at what I've been playing over the last two months it's not that impressive: *Nintendogs*, *Lunar: Genesis* and *Lost In Blue*.

Nintendogs because I wanted to unlock some dogs and loads of the toys (got the Dalmatians and lots of toys, bought the Japanese house) but I think I've had my fill of animated dogs. (Though my mum seemed to like it quite a bit. Hmm if I can get another DS I could sort out a Christmas present for my ma.)

Lunar: Genesis because it's an RPG and I like RPGs, but ended up not liking this one. And *Lost In Blue* because it's awesome, though Skye still won't ask me to make a drying rack and I can't go to the temple without her starving to death. "Nothing new today *wink*" So that's getting a bit annoying. But those are the three most-played games on my DS.

Stereotype alert! Last Friday, might have been Saturday, my flatmates – Ryan and Mike – and myself were all sitting in watching TV and playing with our respective handhelds. Mike was playing *Lumines* on his PSP, Ryan was using the internet on his and I was sat levelling up on *Lunar: Genesis*. Then we played *Street Fighter*, then we watched some *Street Fighter* (*Generations* – it was awful). But anyway – the point. It has something to do with being lazy and lying in bed all day playing on the DS because I can't be bothered to get up. That's why I like it.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	13	PAL	4.8
The Urbz: Sims In The City	EA	In-House	1-2	39	PAL	8.3
Tiger Woods 2004	EA	In-House	1-4	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-House	1-2	14	PAL	9.0
Tiger Woods PGA Tour 2005	EA	EA	1-4	37	PAL	9.1
TimeSplitters 2	Eidos	Free Radical	1-4	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	26	PAL	9.0
Tony Hawk's Underground 2	Activision	Neversoft	1-2	38	PAL	9.3
Top Angler	Xicat	Sims Co	1	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	10	PAL	6.9
True Crime: Streets Of LA	Activision	Luxoflux	1	26	PAL	6.9
Turok Evolution	Acclaim	In-House	1-4	11	PAL	6.1
Ty 2: Bush Rescue	EA	Krome Studios	1-2	38	PAL	8.0
UFC Throwdown	Ubisoft	Crave	1-4	11	PAL	6.4
Ultimate Spider-Man	Activision	Treyarch	1	51	PAL	6.9
Universal Studios	Kemco	In-House	1	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	30	PAL	3.6
Vexx	Acclaim	In-House	1	18	PAL	7.0
Viewtiful Joe	Capcom	In-House	1	25	PAL	8.6
Viewtiful Joe 2	Capcom	Clover Studios	1	41	NTSC	9.1
Virtua Fighter Cyber Generation	Sega	Sega	1	38	NTSC	5.8
Virtua Striker 3 Version 2002	Sega	Amusement Vision	1-2	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	21	PAL	7.8
Wario Ware Inc Mega Party Games	Nintendo	Nintendo	1-4	36	PAL	8.9
Wario World	Nintendo	Treasure	1	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	6	PAL	8.9
Winning Eleven 6	Konami	In-House	1-4	17	NTSC	9.2
World Racing	TDK	Synetic	1-4	33	PAL	5.0
Worms 3D	Sega	Team 17	1-4	25	PAL	8.3
Worms Blast	Ubisoft	Team 17	1-2	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yuke's	1-4	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-House	1-4	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	21	PAL	6.8
WWE Day Of Reckoning	THQ	Yuke's	1-4	36	PAL	9.1
WWE: Wrestlemania XIX	THQ	Yuke's	1-4	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-House	1-4	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	23	PAL	9.0
XIII	Ubisoft	In-House	1	26	PAL	8.2
X-Men Legends	Activision	Raven	1-4	38	PAL	8.0
X-Men Legends II: Rise Of Apocalypse	Activision	Raven	1-4	51	PAL	6.6
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	20	PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

Adventure/RPG

Puzzle/Party

Fighting

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Racing

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Action



BACK ISSUES

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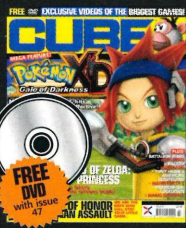
ISSUE FORTY SIX

It's preview city in **CUBE** thanks to sweaty Americans showing off new games at E3 and some new consoles to play them on. So we wrote stuff about it. Some of it's really good! Plus three whole GC reviews. Three!



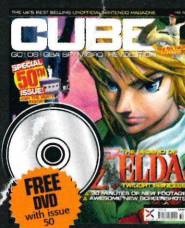
ISSUE FORTY NINE

Baps. And legs and tiny pants. No, not Chandyman – Stacey Keibler! On the front of **CUBE**! We feel just like *Maxim* now, except there's no ladies in the middle, apart from Liz but she was more near the end.



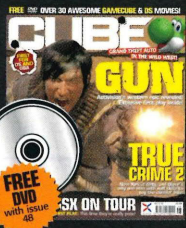
ISSUE FORTY SEVEN

Things get better this month with another three GameCube reviews! Not to worry, there's buckets of reviews in Hands On. Also previews of *Pokémon XD*, *Twilight Princess* and more things! Like the monkeys.



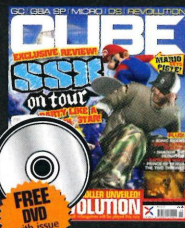
ISSUE FIFTY

The world's fave GameCube mag hits the half-century and it's still going strong. All the biggest games on the radar including *GUN*, *Twilight Princess*, *Pokémon XD* and *SSX On Tour* along with all the usual silliness.



ISSUE FORTY EIGHT

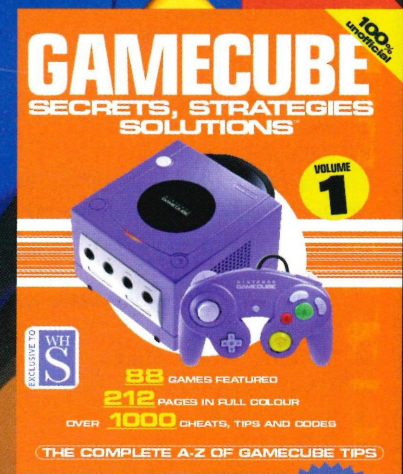
GUN – it's the surprise that no one expected, so we stuck it on the cover and in-depthed it. Then we did a few more things to the likes of *Batman Begins*, *Chibi-Robo*, *Fantastic 4*, *Famicom Wars DS* and *Riviera*.



ISSUE FIFTY ONE

You want to know all about the Revolution controller? You'll need issue 51, then. And while you're there, check out *Peter Jackson's King Kong*, *Prince Of Persia: The Two Thrones*, *SSX On Tour* and *Ultimate Spider-Man*.

ALSO AVAILABLE...



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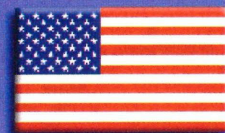
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HORIZON

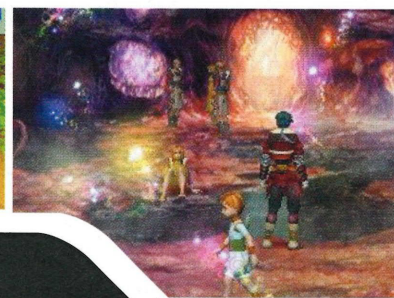
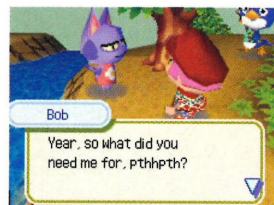
**EXCLUSIVE
HANDS-ON!**

**EXCLUSIVE
REPORT!**

NINTENDO SUMMIT

➔ GERMANY, HERE WE COME!

Nintendo is holding a press event in Frankfurt to show off all its GameCube and DS offerings for next year. Apparently there'll be surprises in store. Check out our full report next issue.



FEATURE

➔ SQUARE ENIX BACK IN NINTENDO'S HALFP

AN OLD FRIEND RETURNS

With its very public praise of the Revolution, and with *Final Fantasy I, II, III, IV, V, VI, Crystal Chronicles* and *Children Of Mana* all heading to the DS, we take a look at Square Enix's commitment to the big N.

SOLUTIONS

➔ GAMING HEADACHES BE GONE!

ULTIMATE SPIDER-MAN

There are so many guides that you're going to need, but which ones should we print? *Battalion Wars*, *Mario Kart DS*, *King Kong*, *Prince Of Persia*? Who knows... There will be two, at the very least.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

RESIDENT EVIL: DEADLY SILENCE

➔ WILL THE HORROR NEVER END?

CUBE has always been first when it comes to all the big Capcom news, and we're set to continue that record with the DS. What's more, we'll be speaking to *Deadly Silence*'s producer about the DS and Revolution.

Definitive reviews of ALL the latest GameCube, DS and GBA games, including:

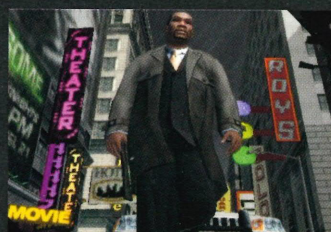
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Will the Prince overcome his Dark nemesis?



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A shadow of his former self, it seems...



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PLUS



Baten Kaitos 2 ↙
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Revolution ↙
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The Goblet Of Fire ↙
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Splinter Cell 4 ↙
Call Of Duty: Big Red One ↙
World Of Mana ↙

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Cube Magazine: 9.0 out of 10 - Star Game NGC Magazine: 90%



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